Andrew Purificacion, Brett Caley

CSE 360

4/1/2016

Backlog

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Story | Status | Participants | Sprint | Comments |
| User Stories | Ongoing | Aaron | 1 |  |
| Use Case Diagram | Ongoing | Armaan | 1 |  |
| Github | Ongoing | Nathaniel | 1 |  |
| Backlog | Ongoing | Andrew | 1 |  |
| Week 2-3 Documentation | Planned |  | 2 |  |
| Week 2-3 Unit Tests | Planned |  | 2 |  |
| Week 2-3 Working Code | Planned |  | 2 |  |
| As a player, I want to create a new game with X dice, so that the game can start\* | Planned | Group | 2 | Starts a new game, X dice per player |
| As a player, I want to call the bid, so that both players must reveal their dice and compare\* | Planned | Group | 2 |  |
| As the computer, I want to remove dice from either the player or myself, so that the game can move towards an end\* | Planned | Group | 2 |  |
| Week 4 Documentation | Planned |  | 3 |  |
| Week 4 Unit Tests | Planned |  | 3 |  |
| Week 4 Working Code | Planned |  | 3 |  |
| As the computer or player, I want to guess the number of dice that were rolled, so that the opponent can call or refuse to call\* | Planned | Group | 3 | Probably the hardest part is getting the AI to guess “likely” situations or bluff |

\*Revised stories