Sprint 1 Planning Document

Team 5 (BCG)

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**Sprint Overview**

For our initial sprint, we are focus on the offline features of the game. By the end of this sprint, a user will be able to access our product on his mobile phone. He or she will be able to register an account and log in to the game. If the user desire he can change his name or password in the profile setting. Then the user can play the game using the default deck against the AI.

**Scrum Master**: KaiWen Wei

**Meeting Schedule**

Tuesday Thursday and Saturday at 3 pm

**Risks/challenges**: Some team members are not very familiar with Unity and the MySQL database. As a result, we will have to go through several tutorial before we actually start doing the project. Also this is the first time we create software as a team. We need to communicate efficiently with each other to combine each other’s work.

**Current Sprint Detail**

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**User Story #1**

As a user I will like to see an introduction movie (which can be skipped) and a game logo. Then I will want to create my account and log in into the game.

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| # | Task Description | Time | Owner |
| 1 | Film the opening movie and insert before the welcoming scene. | 2 hr | Kaiwen |
| 2 | Implement the interface of the login scene. | 2 hr | Kaiwen |
| 3 | Set up backend sever | 5 hrs | Rei |
| 4 | Set up database | 3 hrs | Rei |
| 5 | Create the controller to connect the game with the server. | 3 hrs | Kaiwen |

**Acceptance Criteria:**

* Given the backend created the user account, when user create account on the log in scene, then the information will add to the database, and also for the user ID, it will check the name is duplicate or not.
* Given the user is accepted to create account, when he or she tap the screen, they can login to the game.
* Given a user is in the introduction movie, when they taped screen, then they can skip the movie, and move to welcome page.

**User Story #2**

As a user, I want to have an avatar, and sometimes, I want to change the information about my account.

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| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | Add the information such as name, avatar, email address to the database. | 3 hrs | Rei |
| 2 | Implement the interface of changing account information system and updating the database. | 3 hrs | Rei |
| 3 | Set up alert system to send emails to users when they change the password. | 3 hrs | Rei |
| 4 | Implement functionality for password reset and upload on backend. | 3 hrs | Rei |
| 5 | Implement forget password? button and reset flow on mobile client. | 3 hrs | Rei |

**Acceptance Criteria:**

* Given that password reset and upload functionally succeeded, when a user changes the password, then they can receive the alert message and changing the password.
* Given that user is in the account setting interface, when they change something, then it will upload to the database.
* Given that the user has finished the password reset, the data base should immediately update to reflect the change.

**User Story #3**

As a user, I will like to play offline against the AI using the default deck to get familiar with the game.

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| # | Task Description | Time | Owner |
| 1 | Implement an easy AI opponent in the game. | 3 hrs | Kaiwan |
| 2 | Design the UI of the game. | 3 hrs | Shin |
| 3 | Implement the battlefield interface | 10+ hrs | Weifeng |
| 4 | Implement the game logic | 10+ hrs | Kaiwan |
| 5 | Implement the cards for the game. | 3 hrs | Rei |
| 6 | Implement the tool menu which allow user to go back to the menu. | 3 hrs | Weifeng |

**Acceptance Criteria:**

* Given the tool menu implemented correctly, when the user is playing game, then he can go back to the menu.
* Given the game logic and interface set up correctly, when the user plays the game. then it should function properly.
* Given the AI set up correctly, when the user take action, the AI should be able to respond.

**User Story #4**

As a user, I will like to edit the deck I will use in the game.

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| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | Implement the interface of the compilation of cards (Editing Interface). | 6 hrs | Shin |
| 2 | Implement the sorting system for cards. | 6 hrs | Shin |
| 3 | Implement the interface of the card description. | 6 hrs | Shin |

**Acceptance Criteria:**

* Given the sorting tool correctly when the user clicks on the button, it will show the card they want easily
* Given the card set up correctly, when the user tap on the card, it will show the user the card information.

**User Story #5**

As a user, I would like a main menu to access different mode of the game. (Because we are not going to implement the online mode of the game in sprint 1, the button will not trigger any action.)

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| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | Implement the interface of the main menu | 2 hrs | Weifeng |
| 2 | Implement the connection button to different scene | 2 hrs | Weifeng |

**Acceptance Criteria:**

* Given the the menu set up correctly. When the user clicks on the button, it will redirect the user to the mode he wants.

**Remaining Backlog**

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**Functional Requirements**

1. After building the deck I will like to know how to play this game which mean we will need a game instruction.

2. As a player I will like to play with my friends so we will set up a multiplayer mode.

4. As a player I would like a tutorial of the game besides instruction.

5. As a player, I would like to choose my mother language.

6. As a player, I would like to adjust the volume during the game.

7. As a player, I would like to see battle report after each game to know how I can improve my skill.

8. As a player, I would like to see certain animate effect during the gameplay for better experience.

9.As a player, I would like to have a friend system so we can play with each other next time.

10.As a player, I would like to play with another player is in the same level as me.

11.As a player, I would like to see some challenge in the game which means it should have something like story mode.

12. As a player, I would like to have a shop in the game where I can buy new cards.

13. As a player, I would like to trade with other players.

14. As a player I would like to win a reward when I complete story mode.

15. As a player I would like to see some building guide of the deck.

**Non-functional requirement.**

1. The game will be upgradeable for new features in the future.

2. User interface should be simple so that the user won’t have any difficult how to

4. User should have the option to send a bug report.

5. User can report player with bad behavior in the game.

6. The server must be able to handle at least 100 people at the same time.

7. The respond time of the buttons should be reasonable.

8. The user can log in with Facebook accounts (if time allows).

9.The application should protect the user’s account information.