Planning Poker Session Sprint 3

Team members:

Alanna Luce, Alex Iacob, Benson Yan, Joshua Shaffer, Julio Cuello

***King a piece:***

Choices:

5:*HH*

Discussion: We believe that since the movement part of kinging a piece is mostly done, and the part that would involve the most effort would be testing since specific scenarios will have to occur, we decided unanimously on 5 effort points

**Final choice: 5**


***Multiple jumps:***

Choices:

8:*HH*

Discussion: The multiple jumps will be complicated to test since specific scenarios will need to be set up. We already have a base with single jump that we can use to go from there to the multiple jump move.

**Final choice: 8**


***Win game:***

Choices:

5:*HH*

Discussion: We all agreed that this would not be entirely simple to implement as it would involve using a different view mode for both players. It also involves determining information about the board as a whole such as how many pieces are left for each player.

**Final choice: 5**

***Resign from game:***

Choices:

2:II

3:II

5:I

Discussion: The people that said 3 said that the game would only involve getting out of the game, and the people that said 2 agreed. The person who chose 5 then explained how the story would have to put the players back into the list of online players and also allow them to be put into another game with someone else. Resigning from a game also puts the players into a different view state.

**Final choice: 5**

***Undo move:***

Choices:

3:I

5:IIII

Discussion: The reasoning behind undo move for only 3 was the thought that it only entailed putting the piece back in its old place. After realizing that they would also have to put back any pieces that they jumped over in the move, the person agreed that 5 points for the story was a better choice.

**Final choice: 5**

***Choosing opponent type:***

***Choices:***

3:IIII

Discussion: since the only thing we would need to do is determine which route we go to, whether the one where we play against the AI or one of the players in the lobby. We decided that this is not that complicated due to the fact that in order for a game to start, we can simply ask the user whether they would like to challenge another player or the computer.

Final Choice: 3

**Choose AI move:**

**Choices:**

**5:I**

**8: II**

**13:II**

Discussion: 5 was and underestimation of the story, when discussing the reason why 5 was chosen, the only reasoning was that we would only need to choose a random move, but after talking about how the AI store the jumps, both the people that said 5 and 8 agreed that all aspects of the choosing of AI were complicated and agreed on 13.

Final choice: 13


**Save a game:**

**Choices:**

**8:II**

**13:III**

Discussion: The people who said 13 thought that the save game had to store the games somewhere accessible to players and that then we would have to create a route for it. The people that said 8 explained that displaying the games was not part of this story.

Final choice: 8


**Choose replayed game:**

**Choices :**

**8: IIII**

Discussion: We discussed that in order to choose the replayed game, we first have to save every move on the board that was played on. Next we would have to create a separate ftl page to store the replayed data in. We realized that this would be more difficult than expected, hence the score of 8.

Final Choice: 8

**Move by move replay**

**Choices:**

**8:IIII**

**5:I**

Discussion: For the person that said 5, the reason was that the replay could be simply made using a single next and back button. For the other four people, their reasons were that we would need to store the board after each move and store it somewhere, then make a separate ftl page to show the stored data. Also since we have previously underestimated other stories, we are also deciding to not underestimate this story.

Final Choice: 8