Hardwin Bui
Nick Henderson
Ryan McCrory
Ryan Watkins
Kenneth Yang

Sprint 2 Plan: Heads Up Poker

Team name: Team Tilted
Sprint 2 completion date: Nov. 3rd
Revision number 1
Revision date: 10/22

Goal: Be able to connect with another player and view the game with the user's dealt hand.
Stretch Goal: Implement the proper order of events so players know when it's their turn and cards and bets can be handled appropriately.

Task listing, organized by user story:

1. As a user, I want to be able to join a game with another player so that I can connect with my friends.
    Task 1: Generate Invite Code (1 hr)
    Task 2: Define communication protocol (2 hr)
    Task 3: Setup firebase to handle matchups and communicate (3.5 hr)
    Task 4: create a Deal() function (1 hr)

    Total for user story 1: 7.5 Hours

2. As a user, I want to be able to view the UI of the game so that I can see my available options
    Task 1: Create the display for the player's hand (1 hr)
    Task 2: Have different buttons for each of the player's options (0.5 hr)
    Task 3: Display the current cards in the middle (2 hr)
    Task 4: Show how much money each player has along with the pot (1 hr)

    Total for user story 2: 4.5 Hours

- **Team roles**:
  Hardwin Bui: Developer
  Nick Henderson: Developer
  Ryan McCrory: Product Owner, Developer
  Ryan Watkins: Scrum Master
  Kenneth Yang: Developer

- **Initial task assignment**: A listing of each team member, with their first user story and task assignment.

  Hardwin Bui: US 2, Task 1&4
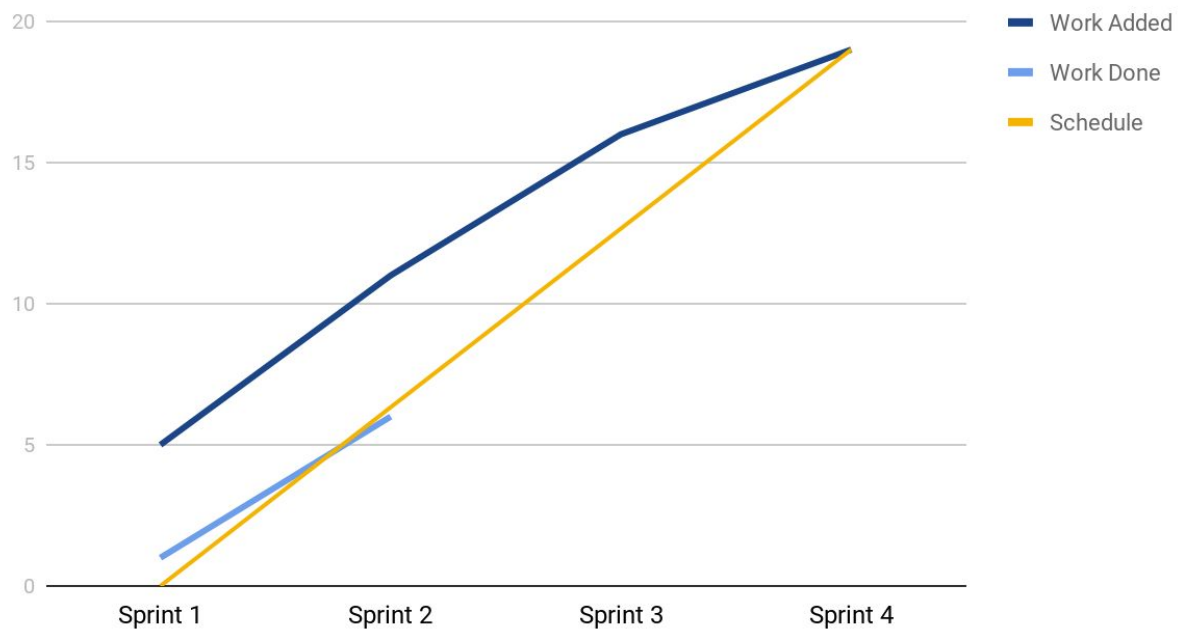 Nick Henderson: US 1, Task 3
  Ryan McCrory: US 1, Task 4
  Ryan Watkins: US 1, Task 1&2
  Kenneth Yang: US 2, Task 2&3

Initial burnup chart: A graph giving the initial burnup chart for this sprint and is labeled as such with sprint number and project name and is located in the lab.

Sprint 2 scrum board:

User Stories	Tasks not started	Tasks in progress	Tasks completed
1. As a user, I want to be able to join a game with another player so that I can connect with my friends.	1. Generate Invite Code 2. Define communication protocol 3. Setup firebase to handle matchups and communicate 4. Create a Deal() function		
2. As a user, I want to be able to view the UI of the game so that I can see my available options.	1. Create the display for the player's hand 2. Have different buttons for each of the player's options 3. Display the current cards in the middle 4. Show how much money each player has along with the pot		

Scrum times:
1. Monday, October 21st
2. Friday, October 25th
3. Wednesday, October 30th