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## Sprint 4 Plan: Heads Up Poker

Team name: Team Tilted  
Sprint 4 completion date: Dec. 1st  
Revision number 1  
Revision date: 11/18

**Goal:** Connect with another player and implement the proper order of events so players know when it's their turn and cards and bets can be handled appropriately.

**Stretch Goal:** Begin pve game page and basic bot algorithm

### Task listing, organized by user story:

1. As a user, I want to be able to complete a game of poker against another player so that I can play a game.
  - Task 1:** Deal a new hand after a hand is finished (30 min)
  - Task 2:** Make buttons only pressable for the player whose turn it is (30 min)
  - Task 3:** Make the bet and raise buttons allow the user to choose a bet size and display the bet size in addition to the pot (45 min)
  - Task 4:** End game when a player loses all their chips (1 hr)
  - Task 5:** Get the database to hold and pass data using the Game Object (1hr)
  - Task 6:** Display all registered user emails on game creation page (1hr)

Total for user story 1: 5 hours, 45 minutes

2. As a user I want to be able to determine the winner of a hand, and win or lose the pot.
  - Task 1:** Determine if I have 2 pairs (1hr)
  - Task 2:** Determine if I have a straight (1hr)
  - Task 3:** Determine if I have a flush (1hr)
  - Task 4:** Determine which of two hands is stronger (1hr)

Total for user story 2: 4 hours

3. As a user I want to be able to play against another player online.
  - Task 1:** Upload our finish game to a server so people can play without having our source code (2 hr)

Total for user story 3: 2 hours

4. As a Developer, I want to be able to run an automated script to test the code

**Task 1:** Determine which testing utility to use (30 min)

**Task 2:** Implement testing for all functions, inputs, and components (3hr)

Total for user story 4: 3 hours, 30 mins

- **Team roles:**

Hardwin Bui: Developer

Nick Henderson: Developer, Scrum Master

Ryan McCrory: Product Owner, Developer

Ryan Watkins: Developer

Kenneth Yang: Developer

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

Hardwin Bui: US 1, Task 5, 6

Nick Henderson: US 1, Task 1, 2, 3, 4, 6

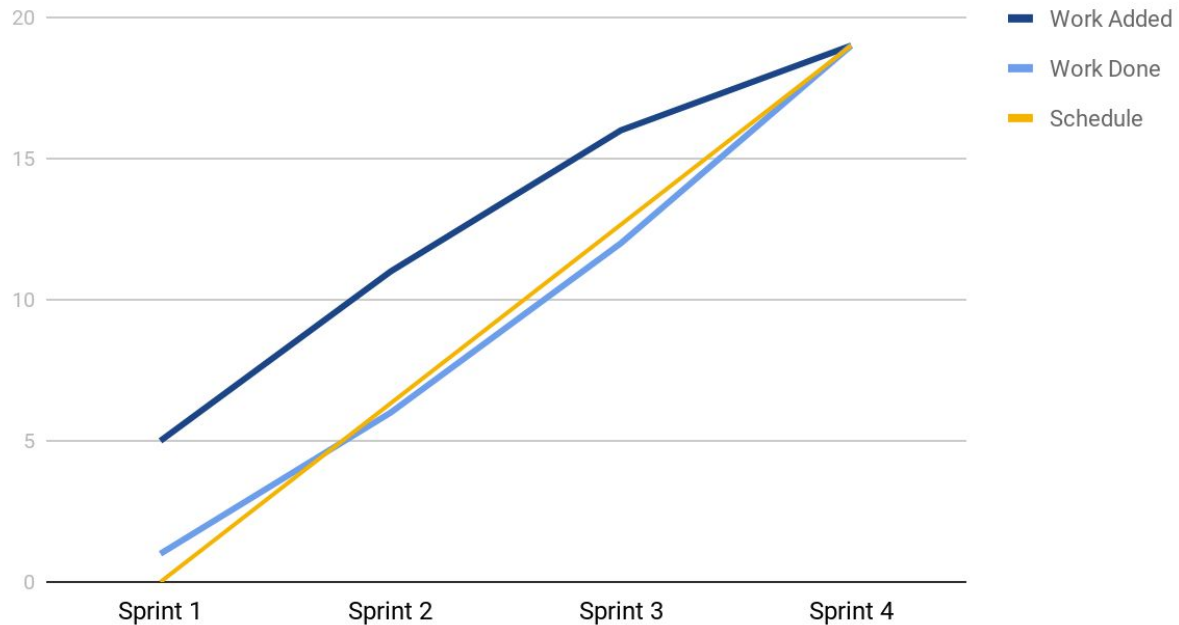
Ryan McCrory: US 1, Task 1, 2, 3, 4

Ryan Watkins: US 4, Task 1 & 2

Kenneth Yang: US 2, Task 1, 2, 3, 4

**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.

## Burn Up



## Sprint 3 scrum board:

User Stories	Tasks not started	Tasks in progress	Tasks completed
1. As a user, I want to be able to complete a game of poker against another player so that I can play a game.	1. Deal a new hand after a hand is finished 2. Make buttons only pressable for the player whose turn it is 3. Make the bet and raise buttons allow the user to choose a bet size and display the bet size in addition to the pot 4. End game when a player loses all their chips 5. Get the database to hold and pass data using the Game Object 6. Display all registered user emails on game creation page		

2. As a user I want to be able to determine the winner of a hand, and win or lose the pot.	1. Determine if I have 2 pairs 2. Determine if I have a straight 3. Determine if I have a flush 4. Determine which of two hands is stronger		
3. As a user I want to be able to play against another player online.	1. Upload our finish game to a server so people can play without having our source code		
4. As a Developer, I want to be able to run an automated script to test the code	<b>1:</b> Determine which testing utility to use <b>2:</b> Implement testing for all functions, inputs, and components		

**Scrum times:**

1. Wednesday, November 20th (with TA)
2. Sunday, November 24th
3. Wednesday, November 27th (with TA)