Cardglomerate

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Overview:
During this sprint, we will be polishing the entire system with a strong emphasis on usability. We will also be implementing an achievement system to use the statistics being stored in the database. We are also expanding on Blackjack to support persistent tables, betting, and multiplayer. We plan to finish the implementation of Texas Hold'em that we began in the last sprint. We will be implementing the final game of the system, Egyptian Ratscrew, as well. Finally, we plan to contribute a significant amount of time making the system more stable and robust in abnormal operating conditions.

SCRUM Master: Jordan Mounts
Meetings: Tuesday & Thursday 4:30
                   Monday and/or Wednesday 5:45 at least one or the other each week
                   Weekends - as needed and when available

Risks and Challenges:
For this sprint, a lot of emphasis will be put on the usability of the application and how the client operates in abnormal conditions. We also intend to add new features. We need to make sure that the features we add are fully functional by the end of the sprint, because we will not have another sprint to finish them.

User Stories Sprint 2:
● As a user, I would like to be able to play against AI.
● As a user, I would like to be able to compete with my friends through statistics/achievements/leaderboards.
● As a user, I would like to play against random players in a matchmaking game.

Tasks:
Santiago Abondano:
● Enhance the website, and add instructions for card games/hand rank - 10 hours
● Investigate the option to have the java applet online if not, put runnable jars of the game - 10 hours
● Implementing the blackjack logic for betting and multiplayer - 20 hours.

Nate Cool:
● In game chat functionality - 10 hours
● Create page to view stats (GUI side) - 10 hours
● Clean up blackjack GUI - 5 hours
● Display friends list on game options pages - 5 hours
● Finish Texas Hold Em game logic and GUI connection (with Jordan) - 15 hours

Kamal Khan:
● Expand Achievement and Statistics capabilities server-side - 15 hours
● Implement leaderboards server-side - 5 hours
● Implement Egyptian Ratscrew - 20 hours

Jordan Mounts:
● Finish the Texas Hold Em game logic and GUI connection - 15 hours
● Implement Texas Hold Em AI - 15 hours
● Assist in GUI refinements to make everything more appealing - 10 hours

Richard Phifer:

- Change how the client application responds to a failed server call - 5 hours.
- Expand the server-side chat functionality - 5 hours.
- Implement changes in how card games are updated in the game table to allow for better reactions in abnormal and corner-case conditions(i.e., a player leaving a multiplayer game in progress) - 15 hours.
- Expand client-side blackjack to allow for persistent tables(players can come and go) and to work with multiple players in the same game - 10 hours.
- Expand server and client to work with new achievements and statistics from the database - 5 hours.

Backlog: