Team 15

10/20/2014

Sprint 2 Planning Document

Cardglomerate

Santiago Abondano, Nate Cool, Kamal Khan, Jordan Mounts, Richard Phifer

**Overview:**

During this sprint, we will begin implementing the multiplayer aspect of our website. We plan to incorporate a chat feature inside of each game, and a friends list that each user can use to play with others. We will also add another card game for people to play.

**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:**

Trying to add the multiplayer option adds a lot of difficulty in the server that will take a lot of this sprint to make fully functional. The next game that we implement will have a much more complex logic than War, which will require more time to implement.

**User Stories Sprint 2:**

* As a user, I would like to be able to play at least one type card game with my friends.
* As a user, I would like to be able to play multiple types of card games.
* As a user, I would like to be able to have a friends list.
* As a user, I would like to be able to chat with my friends.

**Tasks:**

Santiago Abondano:

* Java applet on the website - 10 hours
* Add more content to the website (Logo, list of Games with images,refine overall design) - 5 hours
* Develop the logic for simple single player Blackjack -15 hours

Nate Cool:

* Finish Account Options GUI - 5 hours
* Create GUI side of chat - 5 hours
* Create Texas Hold’em GUI -15 hours
* Create friends list GUI - 5 hours
* Fix multi-click button bug - 1 hours

Kamal Khan:

* Implement metagame features server-side (wins/losses, player status, etc) - 15 hours
* Implement password security measures (SHA-256) - 5 hours
* Implement friends list functionality in the database - 10 hours

Jordan Mounts:

* Refine War class and generalize game features(Deck, Hand, Player, etc...) - 15 hours
* Game logic for Texas Hold’em (No AI yet, unless time allows to begin work) - 15 Hours

Richard Phifer:

* Implement multiple users playing the same game instance - 15 hours
* Implement friends list functionality in the server - 5 hours
* Implement server-side functionality to allow basic chat sessions between users - 10 hours

**Backlog:**

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.