Team 15

9/29/2014

Sprint 1 Planning Document

Cardglomerate

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**Overview:**

During this sprint, we will begin implementing the backend of our card game. We will set up the server, database, and client ends. We will also begin on the game logic for a simple card game (War). Users will be able to log in and see the game layout through a basic GUI.

**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:**

Starting from scratch can lead to issues between team members code. Also, because we’re starting with the backend, it may be difficult to have a presentable product at the end of this sprint.

**User Stories Sprint 1:**

As a user, I would like to be able to create an account.

As a user, I would like to be able to log into my account.

As a user, I would like to be able to view the list of available games.

As a user, I would like to be able to recover my password if I forget it.

As a user, I would like to be able to launch a basic game (war).

**Tasks:**

Santiago Abondano:

* Get a domain - 2hr
* Find a hosting place and host the domain - 15hr
* Set the password storage and recovery system - 13hr

Nate Cool:

* Log in screen GUI using Swing - 10 hours
* Launch game screen GUI using Swing - 10 hours
* Beginning account options menu GUI - 5 hours
* Cardglomerate Logo - 1 hour
* Encryption/decryption code for sending passwords to server - 5 hours

Kamal Khan:

* Set up MySQL database - 5 hours
* Set up tables in database - 5 hours
* Implement framework for accessing database via the server - 10 hours
* Implement login scripts - 5 hours

Jordan Mounts:

* GUI for main menu screen - 10 hours
* Game logic for War and beginning of Texas Hold’em - 20 Hours

Richard Phifer:

* Implement concurrent server to be used by several clients and to access the database - 25 hours
* Implement an intuitive server API to be used by clients to send and receive messages - 5 hours

**Backlog:**

As a user, I would like to be able to play at least one type card game.

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 compete with my friends through statistics/achievements/ leaderboards.

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.

As a user, I would like to play against random players in a matchmaking game.

As a user, I would like to be able to play against AI.