Sprint 1 Planning Document

Team 5 (BCG)

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**Sprint Overview**

For our initial sprint, we are focus on the offline features of the game. By the end of this sprint, a user will be able to access our product on his mobile phone. He or she will be able to register an account and log in to the game. If the user desire he can change his name or password in the profile setting. Then the user can play the game using the default deck against the AI.

**Scrum Master**: KaiWen Wei

**Meeting Schedule**

Tuesday Thursday and Saturday at 3 pm

**Risks/challenges**: Some team members are not very familiar with Unity and the MySQL database. As a result we will have to go through several tutorial before we actually start doing the project. Also this is the first time we create software as a team. We need to communicate efficiently with each other to combine each other’s work.

**Current Sprint Detail**

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**User Story #1**

As a user I will like to play the whole functional game with an AI that can response to my actions.

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | The gaming logic. | 10 hr | Kaiwan |
| 2 | The gaming AI. | 10 hr | Kaiwen |
| 3 | Battlefield effect. | 10 hrs | KaiWen |

**Acceptance Criteria:**

* Given that the gaming logic implement correctly, when the user enter the game, he will be able to perform all legal actions of the game.
* Given the AI implement correctly, when the user end his turn. The AI will do the correspond action and end his term.
* Given the battlefield effects implemented correctly, when the user play the game, he can expect to see some effect (we he move the mouse to the card it will zoom in etc)

**User Story #2**

As a user, I want to have preserve my edited deck into my account so I can use right away anytime I use the application.

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | Implement advanced deck editing system: searching, look details, etc | 12 hrs | Shin |
| 2 | Implement saving deck, uploading to server and to current account. | 8 hrs | Shin |
| 3 | Implement the deck select screen to select the edited deck before the game. | 10 hrs | Shin |

**Acceptance Criteria:**

* Tapping on card on deck editing screen will show additional information such as description, flavor text.
* Searching will apply not only with the names, but some other tags such as rarity, effects the card have.
* An account can have multiple decks at once. Also, they can add, or delete decks.
* Uncompleted deck can be saved on account, but can’t be used on deck select screen.

**User Story #3**

As a user, I will like a more polished main menu.

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | Build the option button that contain more stuffs to make the interface more clean | 5 hrs | Weifeng |
| 2 | Build a animation before enter the battle field | 5 hrs | Weifeng |
| 3 | show the avatar for the player profile button. | 5 hrs | Weifeng |
| 5 | Implement the avatar changing function on Change Setting page | 5 hrs | Rei |

**Acceptance Criteria:**

* When we click the option button, it show a black mask to block the background and and shows options to change volume, logout and change setting etc…
* When they enter the battle, it show a simple vs animation.
* The player profile button show every player his own profile picture(avatar).
* Player can change their profile picture(avatar) in Setting Change page.

**User Story #4**

As a user, I would like to fight with other player.

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | We need to learn how to connect to the other player (Online Mode) | 5 hrs | Rei, Wayne |
| 2 | Implement the UI during finding the player. | 3 hrs | Rei |
| 3 | Implement the update and download the data during the connect to server | 15 hrs | Rei, Wayne |
| 4 | Implement the Network system like connect to the other devices. | 15 hrs | Rei, Wayne |

**Acceptance Criteria:**

* Given the user connect to server correctly, when a user click the “Multiple Mode” button in “Main Menu”, it will go to the Connecting UI.
* Given the user get into the Connect UI correctly, when the server cannot find a player about one minute, the user will go back to “Main Menu” with a “Cannot Find A Player” message.
* Given the data is uploaded to server correctly, when user get into any battle field, user can download the data, and they have their own deck.
* Given the network system works correctly, when we test the devices, we can play via Mac, Windows, iPhone, and Android.

**Remaining Backlog**

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**Functional Requiremnet**

1. After building the deck I will like to know how to play this game which mean we will need a game instruction.

2. As a player I would like a tutorial of the game besides instruction.

3. As a player, I would like to choose my mother language.

4. As a player, I would like to see battle report after each game to know how I can improve my skill.

5. As a player, I would like to see certain animate effect during the gameplay for better experience.

6.As a player, I would like to have a friend system so we can play with each other next time.

7.As a player, I would like to play with another player is in the same level as me.

8.As a player, I would like to see some challenge in the game which means it should have something like story mode.

9. As a player, I would like to have a shop in the game where I can buy new cards.

10. As a player, I would like to trade with other players.

11. As a player I would like to win a reward when I complete story mode.

12. As a player I would like to see some building guide of the deck.

**Non-functional requirement.**

1. The game has to run on Android.

2. The game has to run on IOS.

3. The game will be upgradeable for new features in the future.

4. User interface should be simple so that the user won’t have any difficult how to play the game and what is the functions of the buttons.

5. User should have the option to send a bug report.

6.User can report player with bad behavior in the game.

7. The server must be able to handle at least 100 people at the same time.

8. The respond time of the buttons should be reasonable.

9. The user can log in with Facebook accounts (if time allows).

10.The application should protect the user’s account information.