Sprint 3 Planning Document

Team 5 (BCG)

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**Sprint Overview**

For our final Sprint, we will finish the whole game and make it into a mobile application. In our first two Sprints we finish most of the single player/offline mode of the game. In Sprint3 we will do the most difficult part of the game, the online mode. After we finish this Sprint player can play with other player. We will also be polishing the overall gaming experience of the application.

**Scrum Master**: KaiWen Wei

**Meeting Schedule**

Tuesday Thursday and Saturday at 3 pm

**Risks/challenges**: Although we already finish the database and user data update, we have no idea how to implement the matching and p2p system. That will be a major challenge of Sprint3, to finish the multiplayer mode.

**Current Sprint Detail**

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**User Story #1**

As a user I will like to play with other player.

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | Implement the finding and matching system. | 30 hrs | Rei |
| 2 | Learn about p2p system.. | 12 hrs | Wayne |
| 3 | Implement the multi-player battle system. | 120 hrs | All |

**Acceptance Criteria:**

* Given that the finding and matching system is implemented correctly. Player can search for other player and get their information.
* Given that the multiple player battle system implemented correctly. Player can play with other player just like they play with the AI.

**User Story #2**

As a user, I want to have better gaming experience.

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | Add more feature to the deck editing mode (filtering, customize deck) | 10 hrs | Shin |
| 2 | Add more features to the battle system (card effect, description, design more cards etc.) | 10 hrs | KaiWen |

**Acceptance Criteria:**

* Given that the deck editing mode been polished. Players will have easier time when editing deck.
* Given that the battle system is polished. Player will experience more battle diversity when they are playing.

**User Story #3**

As a user, we want to run the application on various devices.

|  |  |  |  |
| --- | --- | --- | --- |
| # | Task Description | Time | Owner |
| 1 | Build, run and test on Android devices. | 2hr | All |
| 2 | Make consistent appearance on different resolutions | 10hr | All |
| 3 | Map device controls. | 6hr | All |

**Acceptance Criteria:**

* Given the multiple builds for the application, users will have easier access to the application.
* Given that the resolution fit implemented correctly. The application should run perfectly on devices with different resolution.

**Remaining Backlog**

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**Functional Requirements**

1. As a player I will like to play with my friends so we will set up a multiplayer mode.

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 have a friend system so we can play with each other next time.

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

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

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

**Non-functional requirement.**

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

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

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