

Project: Project 5 Bingo
Week Of: 4/24/18

Weekly Sprint Sheet

Team Members		Email	
Kiran Raju		kraju3@uic.edu	
Jakub Krzeptowski-Mucha		kmpo2@uic.edu	
Ankon Saha		asah@uic.edu	
Anuj Mehta		amehta43@uic.edu	

Action Item	Item ID	Team Member	Last Week	This Week	Next Week	Issues
Server side backend	1	Kiran Raju	-Set up the repository, collaborated with the team members	-Work on the server side of the game Bingo.	-Set up a server skeleton GUI for a proof of concept	
Client side backend	2	Jakub Krzeptowski-Mucha	-Drafted project overview, created project description	-Finish client side instruction parser and skeleton GUI. Connect with server and simulate gameplay.	-Send client backend to client frontend teammate. Testing / implementing GUI.	-Unfamiliar with Github
Server side frontend	3	Ankon Saha		Create basic server GUI elements from concept template of game	Setup server backend information being sent to GUI, start testing overall logic and flow with backend.	
Client side frontend	4	Anuj Mehta	Discussed project overview, planned on ideas for client GUI layout	Create client side GUI for bingo game with functionality to select squares	Finish up client side GUI, test for correctness	

