1. 5-Card Prototype
2. 7-Card Prototype
3. Add Rounds
4. Second Player
5. Player Betting
6. Blinds and Antes
7. Blind Levels
8. Call/Fold
9. Computer Betting
10. Predictive Betting
11. Extra Computer Players
12. User Interface
13. Second Human Player
14. Final Testing
15. Extras List Generated From Group Discussion Session

* Card animations (sliding / turning)
* Scoreboard
  + Highest chip count (and date/time most recently achieved)
  + Most recent pair / threes / fours / flush / straight / straight flush (and date/time achieved)
  + Largest 5 pots won/lost (and date/time achieved)
  + Total highest chip count
* Difficulty level - make computer actions more random
* Delay in computer turns (1/2 - 1 sec per computer)
* Turn timer for player (Auto check/fold)
* Easter eggs (songs based on winning/losing/certain poker cards to play at specific events)