Sprint 1							
Task:	Responsible:	Est. Total Hours	Est. Hours Remaining	To Do/In Progress/Ready For Testing/Do	Date Completed	Due	Stories Covered in this Sprint
Design GUI Proto	Jasper and Albert	10		0 DONE	4/9/2015	4/9/2015	As a player, I want a visually stunning GUI so that I can enjoy my game.
Write Card Class	Justin	2	2	0 DONE	4/9/2015	4/9/2015	As a player, I want to be able to call, raise, and fold
Write Deck Class	Justin	2	2	0 DONE	4/9/2015	4/9/2015	As a player, I want to be dealt a set of cards so that I can decide on my moves (randomly from a set of 52)
Write Player Class	Jiayu	4	1	0 DONE	4/9/2015	4/9/2015	As a player, I want to know how much money I have.
Write Hand Class	Justin	2	2	0 DONE	4/9/2015	4/9/2015	5
Draw UML Use Cas	Jiayu	1	1	0 DONE	4/5/2015	4/9/2015	5
Draw UML Analysis	Jiayu	1	1	0 DONE	4/5/2015	4/9/2015	5
Date	Total Hours Remaining						
4/2/2015	22	2					
4/3/2015	22	2					
4/4/2015	22	2	Sprint 1 Burndow	n Chart			
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				Date			

Sprint 2								
ask:	Responsible:	Est. Total Ho	Est. Hours Remainin	To Do/In Progress/Ready For Testing/Don	Date Completed	Due	Stories Covered in this Sprint	
earn JavaFX	Jasper and Albert	6	(DONE		4/16/2015	As a player, I want to have a visually stunning GUI. I can enjoy my game	
inish GUI	Jasper and Albert	10	(DONE		4/16/2015	As a player, I want to be able to drag and drop card in GUI. So that I can rearrange the	card.
ame Model Class	Jiayu and Justin	8	(DONE		4/16/2015	As a player, I want the game can let me play turn by turn.	
est Classes	Justin and Jiayu	6	(DONE		4/16/2015	As a player, I want to play with other people(via network) or AI(Artificial Intelligence)	
l Class	Justin	3	(DONE		4/16/2015	As a player/programmer, I want clear UML documentation.	
pdate UML	Jiayu	1	(DONE		4/16/2015	As a programmer, I want test classes to diagnose bugs with.	
		34						
ate	Total Hours Remaining							
4/9/2015	31							
4/10/2015	29							
4/11/2015	21		Sprint 2 Burndo	wn Chart				
4/12/2015	21	40						
4/13/2015	8			_				
4/14/2015	8	int	30					
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			4/9/ 4/10/ 4/11/	4/12/ 4/13/ 4/14/ 4/15/ 4/16/				
			2015 2015 2015	2015 2015 2015 2015 2015				
				Date				

Sprint 3							
Task:	Responsible:	Est. Total Hours	Est. Hours Remainin	To Do/In Progress/Ready For Testing/Don	Date Completed	Due	Stories Covered in this Sprint
Learn JavaFX Control Feature	All	8	3	0 DONE		4/19/2015	As a player, I want to have options to bet, fold, call and raise.
GUI Start Screen/Option Menu	Jasper and Albert	4		0 DONE		4/19/2015	As a player, I want to have a visually stunning GUI. I can enjoy my game
Testing and Debugging	Jiayu	6	3	0 DONE (Continual)		4/19/2015	As a player, I want to have a easy to use installation of the game on my own machine.
Al Decision Logic and Testing	Justin	8	3	0 DONE (Continual)	4/19/2015	4/19/2015	As a player, I want a range of difficulty options.
Update UML Diagrams	Jiayu	2	2	0 DONE			As a player, I want a smooth, stable, and intuitive gaming experience.
		28	3				
Date	Total Hours Remaining						
4/16/2015	28	8					
4/17/2015	28	3					
4/18/2015	28	3	Sprint 3 Burndow	n Chart			
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Sprint 4						
Task:	Responsible:	Est. Total Hours	Est. Hours Remainin	To Do/In Progress/Ready For Testing/Don	Date Completed Due	Stories Covered in this Sprint
MainController (connect GameModel and View	all	20		DONE	4/23/201	As a player, I want to have options to bet, fold, call and raise.
AlController Testing and Test Classes	Justin	10) (DONE (Continual)	4/23/201	As a player, I want to have a visually stunning GUI. I can enjoy my game
Create Working Version of Game	all		-	- DONE	4/23/201	As a player, I want to have a easy to use installation of the game on my own machine.
CRC Card PDF	Jiayu	1	1	DONE	4/23/201	5 As a player, I want a range of difficulty options.
Update UML Class Diagram	Jiayu and Justin	4	4	DONE	4/23/201	As a player, I want a smooth, stable, and intuitive gaming experience.
Create Design Manual PDF	Justin	2	2	DONE	4/23/201	5 As a player, I want to play Texas Hold'em
Start Prezi Presentation	Jiayu	•	1 (DONE	4/23/201	5
Date	Total Hours Remaining		Sprint 4 Burndov	wn Chart		
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				Date		

Sprint 5 (as of 4/25/2015)								
Task:	Responsible:	Est. Total Ho	Est. Hours Remainin	To Do/In Progress/Ready For Testing/Don	Date Completed	Due	Stories Covered in this Sprint	
Finish DesignManual PDF	Jasper and Justin	3	1	In Progress		4/27/2015	As a player, I want clear documentation telling me how to play the gan	ne.
Finish UserManual PDF	Albert and Jiayu	3	C	DONE	4/25/2015	4/27/2015	As a player, I want a stable gaming experience.	
Continue testing/small tweaks/bug fixe	All	28	8 12 In Progress			4/27/2015	As a player, I want sound feedback when I click buttons.	
Add Sounds	Justin	1	C	DONE	4/25/2015	4/27/2015		
Sather and Verify All Documentation	All	3	2	In Progress		4/27/2015		
Complete Documentation Checklist:	https://docs.google.com	/a/bucknell.edu/	spreadsheets/d/1jsUML	InTczgyOt-BRXZpUUwE2bCjHQ-D1OI5yzaV	GHIs/edit?usp=shar	ing		
Display Al's money in text fields	Jasper and Albert	1	1	To Do		4/27/2015		
			01-15 D	Ob and				-
Date	Total Hours Remaining		Sprint 5 Burndo	wn Chart				
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