Action Item	Item ID	Team Member	Last Week	This week	Next Week	Issues	Date
Write codebase for JavaFX from modified RPSLS code	1	Eugenio	-	Modified RPSLS code from Proj3/4 so that it has the GUI, and Server/Client functionality. Pushed to github	Make improvements to base code wherever needed		
Research Timer	2	Eugenio	Researched methods to implement timer to make the game more competitive/stop users from solving puzzles				
Timer Server Communication	3	Charly	-	Implement a timer on the server side that will determine the total time players have to complete a puzzle			
Timer	4	Kaveesha	-	-	Once someone wins or the timer is reached, the user is prompted a pop up window that asks the user whether they want to quit or play again		
Design and implement a puzzle	5	Eugenio	Come up with a Puzzle to implement in JavaFX, Decided on Sudoku	Implement code for Sudoku in my assigned scene. Make it so it's not the same sudoku puzzle every time you open the door			
Design and implement a puzzle	6	Kaveesha	Come up with a Puzzle to implement in JavaFX	Design a puzzle around morse code translation, design a puzzle converting binary to hex, and design a puzzle based off math.	-		
Design and implement a puzzle	7	Adrian	Come up with a Puzzle to implement in JavaFX	Door #2 Designed a puzzle to guess the song, "Old Town Road" -Lil Nas X Ft. Billy Ray Cyrus			
Design and implement a puzzle	8	Charly	Come up with a Puzzle to implement in JavaFX	Figure out Client/Server on node.js	Design puzzles based displaying video characters and have client guess the video game		
Adrian's puzzle music snippets	9	Adrian	-	Research for a standard library possibility/implement a button to play a snippet of the song that has to be guessed	-		
Drop down menu for puzzles	10	Adrian	-	Created a menu for Adrian's branch	Final project, incorporated a drop down menu for the player to select the puzzle they want to do		
Write Design Doc	11	Charly	Created doc on google docs so that we can all refer to it, and make changes as needed		Update the design document as more of the UI is implemented		
See if node.js is a preferable way to do htis project	12	All	Research node.js, by looking at professors code and other node examples on the internet	Decide that Node is not the preferred way to go about this project			
Implement a game over pop up	13	Kaveesha/Charly	Have the game display a pop up when the timer reaches 0, that will force the client to quit	Implement a game over pop up	-		
Server/Client Integration: Scoring and gameplay	14	Eugenio	Reimplement Updating scoreboard, only make game playable when 4 players are connected				
Adrian design puzzle #2	15	Adrian		Door #10 Design a puzzle to guess the song, "Sunflower" -Post Malone & Swae Lee	-		
Activity Diagram	16	Adrian/Kaveesha		Write Activity Diagram for project			
UML Diagram	17	Adrian/Kaveesha		Write the UML Diagram for project			
Filtering Names of Clients	18	Kaveesha		Filter names based on whether the name is already in the arraylist of clients, if it is then say that you have to enter another name	-		
Display Winner in Pop Up Window	19	Kaveesha		Once time is up and the pop up window is displayed, show the winner of the game			