

Project: Puzzle Gauntlet		Weekly Sprint Sheet			Team Members		Email	
Week of: 4/14/2019					Eugenio Perez		eperez77@uic.edu	
					Kaveesha Weerasiri		kweera2@uic.edu	
					Charly Sandoval		csando66@uic.edu	
					Adrian Zavala		azava19@uic.edu	
Action Item	Item ID	Team Member	Last Week	This week	Next Week	Issues		Date
	1	All	-	Decide game to make	Hopefully stay with the idea of a puzzle gauntlet			
	2	Charly	-	Client/Server Base	Server receiveing string, and comparing them to client answers			
	3	Eugenio	-	Design modular "Puzzle" class for easy implementation	Make changes as needed			
	4	Adrian	-	Time Limit	If a scene/puzzle is not correctly answered within 60-90seconds, the puzzle will end and there is no winner			
	5	Eugenio	-	Design Batch of Puzzles	Puzzles based on riddles, logic puzzles involving buttons			
	6	Kaveesha	-	Design Batch of Puzzles	Design one puzzle after looking at an existing puzzle on the internet and design additional puzzles if I can make the first puzzle work, but have to wait for the modular "Puzzle" class to be created			
	7	Adrian	-	Design Batch of Puzzles	Design a couple puzzles based on songs lyrics, to guess the song			
	8	Charly	-	Design Batch of Puzzles	Design puzzles based displaying video characters and have client guess the video game			
	9	All	-	Design Doc	Update the design document as more of the UI is implemented			
	10	All	-	GUI beautification/Design For individual Puzzles	Work on individual puzzle and try to make it look nice			