1. Implement TradeCard. [Jon]
2. Show the number of armies during distribution. [Abel]
3. Implement fortification. [Able]
4. Implement ReinforcementCard. [Jon]
5. Test the original RISK map. [Colton]
6. Test with a remote server. [Tyler]
7. Enable DB. [Roger]
8. Check the sequence logic; the number of armies looks small… [Shannon]
9. Front end GUI for creating a game, joining a game, starting a game, etc. [Kenny]