

| STORIES | | To Do | In Progress | Verify | Done |
|--|---|--|--|--------|---|
| As an organizer, I want to initialize a poker table so that I can invite a group of players to join the game | + | | | | Make a main-method in the GUI-class to start the game Kristian |
| As an organizer, I want to invite a group of players to a poker table so that I can start a game | + | | | | |
| As a player, I want to join a Sit & Go poker table for heads-up so that I can learn to play poker for fun | + | | | | Make ActionListener s for each button Andre |
| As a player, I want to register for the games so that I can start playing poker and have fun | + | | | | Make a Player-class Kristian |
| | | Add text field for logging Jostein | Change positions of all the GUI objects Andre Jostein | | When the game starts, all the players get a set UNASSIGNED |
| As a player, I receive a set amount of chips when game starts so that I have something to wager | + | Add resolution options UNASSIGNED | | | |
| | | Make window scaling possible UNASSIGNED | | | |





