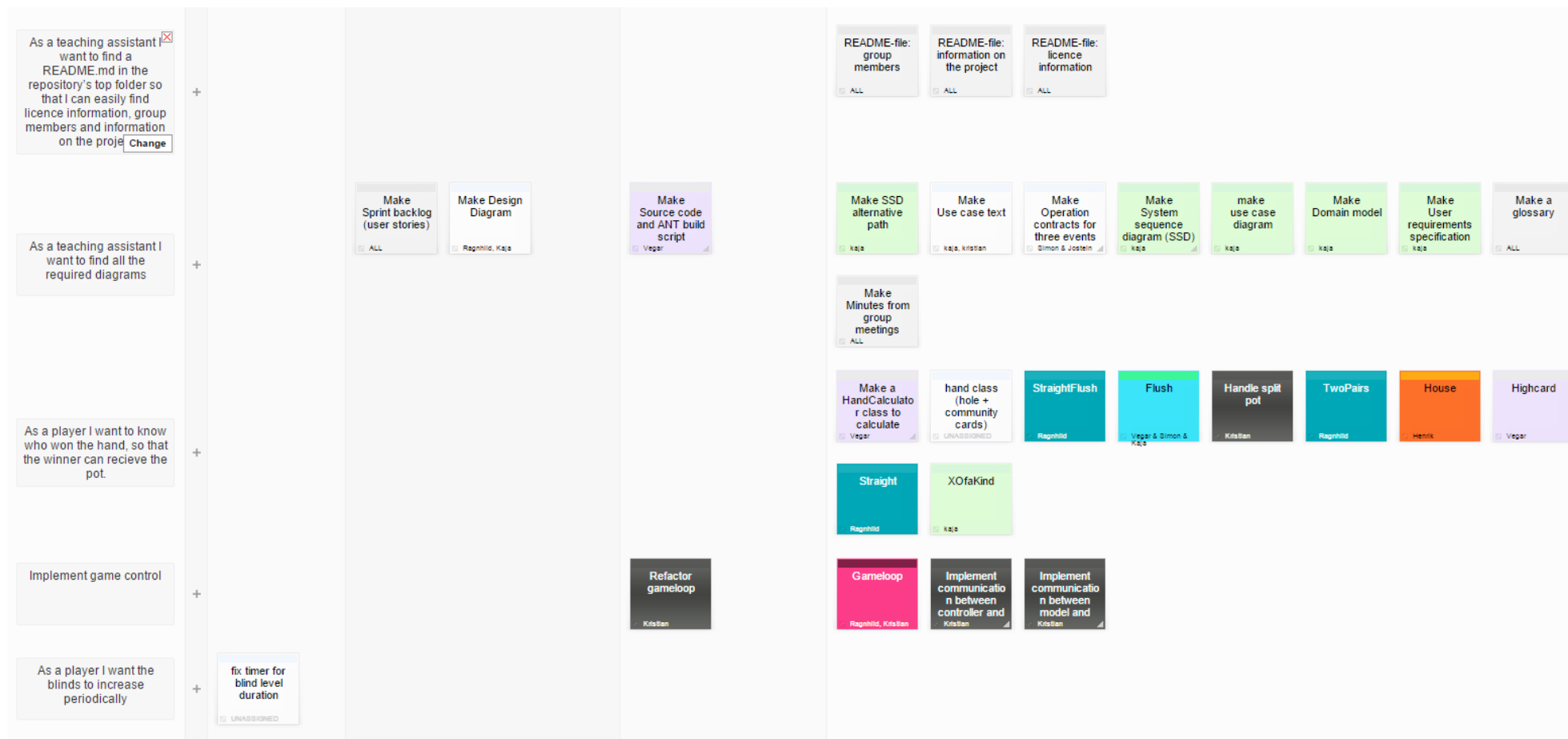


STORIES		To Do	In Progress	Verify	Done
As an organizer, I want to initialize a poker table so that I can invite a group of players to join the game	+			Make a main-method in the GUI-class to start the game Kirstian	
As an organizer, I want to invite a group of players to a poker table so that I can start 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 Kirstian	
As a player, I receive a set amount of chips when game starts so that I have something to wager	+	Add resolution options UNASSIGNED		When the game starts, all the players get a set UNASSIGNED	
		Make window scaling possible UNASSIGNED			

As a player, I can see my cards, and the communal cards so that I can decide if to bet, check or fold	+	<div>Add a menu bar</div> <div>Clean up all of the GUI-things</div> <div>Add picture of Dealer-button</div> <div>Add slider to GUI</div>	<div>Add text field for logging</div> <div>Add 6 players to GUI</div> <div>Change positions of all the GUI objects</div> <div>Make endgame condition</div>	<div>Make errorScreen</div> <div>Design buttons and layout(css)</div> <div>Make board-layout</div> <div>Make settings screen</div> <div>Make player-layout</div> <div>Make a design for a GUI</div> <div>Find sprites for each card</div> <div>Make ImageViewer-class</div> <div>Make a pregame lobby</div> <div>Make opponent-layout</div> <div>Make MainMenu</div> <div>Do not deal in players who dont have chips</div> <div>Make endScreen</div> <div>Make picture of dealer button</div> <div>Make picture of chips</div> <div>make basic AI</div>
As a player, I will be dealt no more cards if I do not have any chips left so that a winner can be declared	+			
As a player, I can see my position on the board, and the dealer-button so that I know what position i have (UTG, CO, BTN, SB, BB)	+			
As a player, I want be able to choose (basic) AI players as opponents so that I can play even if no other human players participate	+			
As a spectator I want to watch a poker table + player statistics so that I can learn strategies	+			
As a teaching assistant I want to see a tidy git repo so that I can easily find code, documents and models	+	<div>Clean repo</div>		



As a player I want the blinds to increase periodically	+	fix timer for blind level duration UNASSIGNED			
As a Player I want to join a Sit & Go poker table for 4-6 people so that I can improve my poker skills	+		Update GameController to handle busted clients Kristian	Update Game to handle more than 2 players Kristian	
As a Player I want to be able to choose a more advanced AI player as opponent (taking into account open cards, bets, etc. → non random behaviour) so that I can test my skills against a more advanced opponent	+	Merge MC-AI and GameLogic Morten, Kristian	Implement MonteCarlo-algorithm AI Morten	Give all AIs names UNASSIGNED	
As a Player I want to be provided with the best scoring hand that I have right now	+			Make a toString for all rules Kaja, Ragnhild, Vegar	Add label in PlayerLayout to show the best hand Andre
As a Player I want to be able to save my game statistics to a text file so that I can compare my progress over different games played later	+	Save statistics when a game ends Kristian		Make a static method to print stats to file Henrik & Simon	Make a Statistics-class Henrik & Simon
New Story					