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 +

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 +

As a player, I want to register for the games so that I can start playing poker and have fun +

As a player, I receive a set amount of chips when game starts so that I have something to wager +

As a player, I can see my cards, and the communal cards so that I can decide if to bet, check or fold +

Verify column:
- Throw exceptions in nameGenerator if something — André
- Clean up all of the GUI-things — Jostein

Done column:
- Make a main-method in the GUI-class to start the game — Kristian
- Make ActionListeners for each button — André
- Make a Player-class — Kristian
- When the game starts, all the players get a set — UNASSIGNED
- Add a menu bar — Jostein
- Add picture of Dealer-button — Jostein
- Add text field for logging — Jostein
- Add 6 players to GUI — André
- Make errorSceen — André, Jostein
- Add sound player — Jostein
- Design buttons and layout(css) — Jostein
- Make board-layout — André, Jostein, Mariah
- Add slider to GUI — Jostein
- Make settings screen — André
- Make player-layout — André
- Make a design for a GUI — André, Jostein, Mariah
- Find sprites for each card — UNASSIGNED
- Make Imageviewer-class — Jostein
- Make a pregame lobby — André
- Make opponent-layout — André
- Make MainMenu — Jostein

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	+			Do not deal in players who dont have chips Kristian	Change positions of all the GUI objects Andre, Jostein	Make endgame condition Kristian	Make endScreen Andre
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)	+			Make picture of dealer button Mariah	Make picture of chips Mariah		
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	+			make basic AI Morten			
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	+	Clean repo ALL					
As a teaching assistant I want to find a README.md in the repository's top folder so that I can easily find licence information, group members and information on the project	+			README-file: group members ALL	README-file: information on the project ALL	README-file: licence information ALL	

As a teaching assistant I want to find all the required diagrams	+	Make Minutes from group meetings ALL	Make a glossary ALL	make communication diagram for networking kaja, kristian	Make User requirements specification kaja	Make Source code and Maven build script Vegar	Make Use case text kaja, kristian	Update Domain model kaja	Make SSD for multiplayer, main success vegar, kaja	make use case diagram kaja	Make SSD alternative path kaja	Make SSD for singleplayer, main success kaja	Make Operation contracts for three events UNASSIGNED	
		Make Sprint backlog (user stories) ALL	Update design model Ragnhild											
As a player I want to know who won the hand, so that the winner can recieve the pot.	+			Make a HandCalculator class to calculate Vegar	Hand-class (2...7 cards) Ragnhild	StraightFlush Ragnhild	Flush Vegar & Simon & Kaja	Handle side pots Kristian	Handle split pot Kristian	TwoPairs Ragnhild	House Henrik	Highcard Vegar	Straight Ragnhild	XOfaKind kaja
As a player I want the game to be played through correctly according to poker rules	+			Gameloop Ragnhild, Kristian	Refactor gameloop Kristian	Implement communication between controller and Kristian	Implement communication between model and Kristian							
As a player I want the blinds to increase periodically	+			Fix timer for blind level duration Ragnhild										
As an organzer, i want to set a timer for each player, to guarantee a smooth gameplay	+			make a timer for each player 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 Game to handle more than 2 players Kristian	Update GameController to handle busted clients Kristian									

As an organizer I want to be able to open a table as host and invite remote players	+	Implement createTable() in ServerLobbyC Kristian		Implement creating new LobbyTables on Server side Morten	Implement buttons for creating new lobby tables Andre, Jostein	Make players able to create a new game table Kristian	Make error message class Andre	Make a new multiplayer lobby Andre
As an organizer I want the game to handle splitpot and side pots	+			Handle side pots Kristian	Handle split pot Kristian			
As a teaching assistant I want to se Unit tests for the most important classes	+		Test server UNASSIGNED	Test hand evaluation Ragnhild	Add license to ReadMe for PowerMockito used for UNASSIGNED	Test game logic Ragnhild	Test server communicator Ragnhild	

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 o	Change			Give all AIs names UNASSIGNED	Implement MonteCarlo-algorithm AI Morten	Merge MC-AI and GameLogic Morten, Kristian
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	+			Make a static method to print stats to file Henrik & Simon	Make a Statistics-class Henrik & Simon	Save statistics when a game ends Kristian
Chat-function for ingame, and textfield in lobby	+	make chat-messages differ from log-messages Jostein		make chat for ingame Jostein		
As a player I want to be able to replay a game	+			Make buttons for Replay watching in main screen Andre	Make the ReplayReader throw exceptions if Andre	Create a Replay Client that return decisions from Kristian / Method for reading input from logfile Andre / Method for saving the replay and read it from Kristian
As a player I want to be able to join a table hosted by an organizer to play against other human players	+	Allow users to choose IP address for master server UNASSIGNED / Move networking to remote server UNASSIGNED		Make cards show up in multiplayer games Andre	Settings Rework Andre	MainScreen rework Andre / Make new backgrounds Henrik