




Chat-function for ingame, and textfield in lobby 	+	<div>make chat-messages differ from log-messages Jostein</div> <div>Method for saving the replay and read it from Kristian</div> <div>Make buttons for Replay watching in main screen Andre</div> <div>Method for reading input from logfile Andre</div> <div>Create a Replay Client that return decisions from Kristian</div> <div>Make the ReplayReader throw exceptions if Andre</div> <div>Move networking to remote server UNASSIGNED</div> <div>MainScreen rework Andre</div> <div>Make cards show up in multiplayer games Andre</div> <div>Settings Rework Andre</div> <div>Allow users to choose IP address for master server UNASSIGNED</div> <div>Implement buttons for creating new lobby tables Andre, Jostein</div> <div>Implement creating new LobbyTables on Server side Morten</div> <div>Implement createTable() in ServerLobbyC Kristian</div>	<div>make chat for ingame Jostein</div>
As a player I want to be able to replay a game	+		
As a player I want to be able to join a table hosted by an organizer to play against other human players	+		<div>Make new backgrounds Henrik</div>
As an organizer I want to be able to open a table as host and invite remote players	+		<div>Make players able to create a new game table Kristian</div> <div>Make error message class Andre</div> <div>Make a new multiplayer lobby Andre</div>
As an organizer I want the game to handle splitpot and side pots	+		<div>Handle side pots Kristian</div> <div>Handle split pot Kristian</div>
As a teaching assistant I want to se Unit tests for the most important classes	+	<div>Test server communicator Ragnhild</div> <div>Test server UNASSIGNED</div> <div>Add license to ReadMe for PowerMockito used for UNASSIGNED</div>	<div>Test game logic Ragnhild</div> <div>Test hand evaluation Ragnhild</div>