			Weekly Sprint Sheet		Team Members	Email
Project: #5 Uno Network Card Game					Jhon Nunez	jnunez34@uic.edu
Week Of: April 14th					Christian Dominguez	cdomin26@uic.edu
					Devashree Patel	dpate228@uic.edu
					Joseph Canning	jec2@uic.edu

Action Item	Item ID	Team Member	Last Week	This Week	Next Week	Issues
Learn the basics of Node.js	1	Everyone		Everyone is tasked with learning the Basics in Node.js to get started on the project		
Divide project work load	2	Everyone		We must discuss the exact division of labor		
Network Configuration	3	Member 1			Configure the network to allow multiple client connections (4 player game)	
UI	4	Member 2			Create User Interface that handles all requitements for game	
Game Design	5	Member 3			Create game logic	
UML-diagram and Writeup	6	Member 4			Design UML and create the application writeup	
Game Implementation	7	Everyone			We will divide evenly	