		Weekly Sprint Sheet		Team Members	Email										
Project: #5 Uno Network Card Game				Jhon Nunez	jnunez34@uic.edu										
Week Of: April 22nd				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	Joseph			Configure the network to allow multiple client connections (4 player game)										
UI	4	Jhon			Create User Interface that handles all requirements for game										
Game Design	5	Christian			Create game logic										
UML-diagram and Writeup	6	Devashree			Design UML and create the application writeup										
Game Implementation	7	Everyone			We will divide evenly										