Sprint 2 Backlog
- Websockets for multiplayer: Aditri and Lucy
- Cards and deck functionality: Eddie and Tedd
    - Randomly generated card for pre-flop/turn/river etc.
- UI design: Tedd
- OAuth: Tedd

Final Demo Backlog
- Turn based algorithm: Lucy
- Integrate cards UI with our current cards: Eddie and Tedd
- Websockets full implementation: Lucy and Aditri
- Connect evaluator with the main web app: Eddie

Product owner: Aditri Gupta (aditrig)