

			Weekly Sprint Sheet		Team Members	Email
Project: 5			Team #17		Karan Ahuja	kahuja3@uic.edu
Week Of: April 28th					James Mei	jmei42@uic.edu
					J.P. Purcell	jpurce3@uic.edu
					Ammar Idrees	aidree3@uic.edu
Action Item	Item ID	Team Member	Last Week	This Week	Next Week	Issues
	1	Karan	Started to work on the code and learned more about clients and server threads in java	Has working code for the server and client. Decided language is Java.	Will have the final implementation of the game done.	
Will start wrting the code out so the team could have a template that could be worked upon later on						
	2	Ammar	Learned more about the game, cards of humanity, and played it with a group of friends	Has the rules written out, should get the group going	Will ensure rules are displayed correctly in the GUI implementation. Will oversee code to ensure the rules are being followed, and will also review UML draft to ensure rules are being followed as well.	
Will work on the game rules and the instructions on how to play						
	3	J.P.	Looked at previous projects, and has done more example GUI's. Has some ideas on how to give the GUI an appealing look.	Has started working on the GUI code, and combined work with Karan's code.	Will have the GUI code done and will combine with Karan's work to make sure that both of the codes compat with each other.	
Focusing on creating the GUI for the game and making it look beautiful						
	4	James	Practiced code in Java and Node.js. Java seems to be preferrable	Reported to team, and has created a draft UML diagram from the code that will be updated on GitHub.	Will have a completed UML diagram that will match the code.	
Will work on if doing the code in Java is better or in Node.js						