		Weekly Sprint Sheet		**Team Members**	**Email**
Project: 5		Team #17		Karan Ahuja	kahuja3@uic.edu
Week Of: April 19th				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**
Will start wrting the code out so the team could have a template that could be worked upon later on	1	Karan	N/A	Starting to work on the code by learning more about clients and server threads in java	Will have working code for the server and client in whichever language that gets decided.	
Will work on the game rules and the instructions on how to play	2	Ammar	N/A	Learning more about the game, cards of humanity, and playing it with a group of friends	Will have rules written out, and will have a implementation that will could get the whole group going.	
Focusing on creating the GUI for the game and making it look beautiful	3	J.P.	N/A	Looking at previous projects, and doing more example GUI's to see how to make our GUI look better and more appealing.	Will start working on the GUI code, and will try to meet with Karan so they can start combining the code and their ideas together.	
Will work on if doing the code in Java is better or in Node,js	4	James	N/A	Practicing code in Java and Node.js to see which one would suit more for this game.	Will report back to the team, and will start creating the UML diagram from the code that will be updated on GitHub.	