			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**
Will start wrting the code out so the team could have a template that could be worked upon later on	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 work on the game rules and the instructions on how to play	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.	
Focusing on creating the GUI for the game and making it look beautiful	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.	
Will work on if doing the code in Java is better or in Node.js	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.	
For the GUI, used multiple textfields and imageViews to enhance the experience. Also, created multiple buttons that submitted inputs to the server and also set specific height and widths for each window so it could be easily be used.	5	J.P.				
For the Game, used multiple if-else statements in the server code to check conditions as input was given in from each client. Also, used multithreading and an arraylist to keep track of all the clients on the server. With this, created multiple setters and getters to keep track of input/output streams for the clients. In the clientFX code, had function that was attached to the button that sent input to the server.	6	Karan				
Made the rules, created the project description, and the design document. In the design document, higlighted the main points about the program as well as challenges that were faced throughout the production of the program. As well as, made the activity diagram that is part of the design document. Every group member reported everything so it was easier to implement in the design document.	7	Ammar				
Created the UML diagram, which represented the whole program and made sure everything connected. It details every function that belongs to each file in the code and the interactions between the objects.	8	James				