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<b>Action Item</b>	<b>Item ID</b>	<b>Team Member</b>	<b>Last Week</b>	<b>This Week</b>	<b>Next Week</b>	<b>Issues</b>
Server GUI	P1	Ugnius		Create initial mockup. Does not need event handlers yet	Create event handlers and work with team to integrate module into the game logic & networking	
Client GUI	P2	Will		Create initial mockup. Does not need event handlers yet	Create event handlers and work with team to integrate module into the game logic & networking	
Trivia Question and Answer Bank	P3	Christian		Collect at least 20 questions pertaining to CS 342 material and provide multiple choice answers	If more questions needed, gather more questions and answers for the trivia bank	
Server Networking	P4	Ugnius		Build network base if the server GUI has been finished early	Start/Continue building the network base for the server.	
Client Networking	P5	Will		Start building client thread class and other clientside features if the client GUI has been finished early	Build the client thread class and other clientside features	
Game Logic	P6	Christian		Create data structure (array of maps) containing a list of questions as keys mapping to their respective multiple choice answers	Create point system functions that will trigger when a multiple choice answer is clicked (event handler processed).	