			Weekly Sprint Sheet		**Team Members**	**Email**
Project: Project 5 - Trivia					**William FitzGerald**	**wfitzg2@uic.edu**
Week Of: 4/29/2019					**Christian Cardenas**	**ccarde8@uic.edu**
					Ugnius Rumsevicius	**urumse2@uic.edu**

Action Item	**Item ID**	**Team Member**	**Last Week**	**This Week**	**Next Week**	**Issues**
Server GUI	P1	Ugnius	Created initial mockup	Create event handlers and work with team to integrate module into the game logic & networking		
Client GUI	P2	Will	Created client GUI, added event handlers	Work with team to integrate module into game logic & networking		
Trivia Question and Answer Bank	P3	Christian	Collect at least 10 questions pertaining to CS 342 material and provide multiple choice answers	Add a feature to load sample questions from a textfile or database, by making a FileParse class that reads each line of questions.txt and parses it.		
Server Networking	P4	Ugnius	N/A	Build serverside network base for project		
Client Networking	P5	Will	N/A	Start building client thread class and other clientside network 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 a function that randomizes the questions order, populates the data structure with the parsed questions and answers and display onto GUI	Create point system functions that will trigger when a multiple choice answer is clicked (event handler processed).	