

**SPRINT 1:**

USER STORY	TASKS	WEEK 1	WEEK 2	WEEK 3
As an organizer, I want to initialize a poker table so that I can invite a group of players to join the game	Analysis	30%	10%	0%
	Design	70%	30%	15%
	Implementation	0%	60%	85%
As an organizer, I want to invite a group of players to a poker table so that I can start a game	A	100%	-	-
	D	-	-	-
	I	-	-	-
As a player, I want to join a Sit & Go poker table for heads-up so that I can learn to play poker for fun	A	100%	-	-
	D	-	-	-
	I	-	-	-
As a player, I want to register for the games so that I can start playing poker and have fun	A	100%	-	-
	D	-	-	-
	I	-	-	-
As a player, I receive a set amount of chips when game starts so that I have something to wager	A	20%	10%	0%
	D	80%	10%	10%
	I	0%	80%	90%
As a player, I can see my cards, and the communal cards so that I can decide if to bet, check or fold	A	40%	10%	0%
	D	60%	30%	10%
	I	0%	60%	90%
As a player, I will be dealt no more cards if I do not have any chips left so that a winner can be declared	A	100%	30%	0%
	D	0%	50%	20%
	I	0%	20%	80%

USER STORY	TASKS	WEEK 1	WEEK 2	WEEK 3
As a player, I can see my position on the board, and the dealer-button so that I know what position i have (UTG, CO, BTN, SB, BB)	Analysis	100%	-	-
	Design	-	-	-
	Implementation	-	-	-
As a player, I want be able to choose (basic) AI players as opponents so that I can play even if no other human players participate	A	50%	20%	0%
	D	50%	50%	10%
	I	0%	30%	90%
As a spectator I want to watch a poker table + player statistics so that I can learn strategies	A	100%	-	-
	D	-	-	-
	I	-	-	-

Comments: Any User Story that is shown to be 100% Analysis would indicate that the Group decided it would be better to wait until a later Sprint to implement the aforementioned User Story.

**SPRINT 2:**

USER STORY	TASKS	WEEK 1	WEEK 2
As an Admin/Teaching Assistant I want to find a README.md in the repo so that I can easily find licence information, group members and information on the project.	Analysis	100%	-
	Design	-	100%
	Implementation	-	100%
As an Admin/Teaching Assistant I want to find a license in the source code so that I can acknowledge the code contributors of this project.	A	100%	-
	D	-	100%
	I	-	100%
As a Player I want to join a Sit & Go poker table for 4-6 people so that I can improve my poker skills.	A	50%	50%
	D	30%	70%
	I	20%	80%
As a Player I want to be able to choose a more advanced AI player as opponent (taking into account open cards, bets, etc. → non random behaviour) so that I can test my skills against a more advanced opponent.	A	100%	-
	D	15%	85%
	I	10%	90%
As a Player I want to be provided with the potential best scoring hand I can get given my current cards* so that I can make an informed choice when betting (without doing the math myself).	A	0%	100%
	D	0%	100%
	I	0%	100%
As a Player I want to be able to save my game statistics to a text file so that I can compare my progress over different games played later.	A	5%	95%
	D	0%	100%
	I	0%	100%

**SPRINT 3:**

USER STORY	TASKS	WEEK 1	WEEK 2
As a Player I want to replay a game from statistics/game-log pocket cards up, so that I can see what the other players did during hands.	Analysis	10%	0%
	Design	30%	10%
	Implementation	60%	90%
As a Player I want to join a table hosted by an Organizer so that I can play a poker game together with other human players	A	30%	0%
	D	40%	20%
	I	30%	80%
As an Organizer I want to have the blinds increased periodically through-out the game so that there is always a bigger incentive for a Player to go All-in	A	20%	0%
	D	50%	10%
	I	50%	90%
As an Organizer I want to open a table as host and invite remote Players to it so that I can host a friendly competition	A	50%	0%
	D	40%	20%
	I	10%	80%
As an Organizer I want to have a gameclock for each Player so that I can guarantee a smooth gameplay.	A	20%	0%
	D	20%	0%
	I	60%	100%
As an Organizer i want the game to handle splitpot and sidepots, so that the game is fair.	A	30%	10%
	D	60%	20%
	I	10%	70%