

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%

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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.