			Weekly Sprint Sheet	**Team #19**	**Team Members**	**Email**
Project: 5 (Guess a Number)					Levi Herrera	levih2@uic.edu
Week Of: April 22, 2019					Trishla Shah	tshah28@uic.edu
					Ellen Kidane	ekidan2@uic.edu
					Mohammad Ramahi	mramah4@uic.edu

Action Item	**Item ID**	**Team Member**	**Last Week**	**This Week**	**Next Week**	**Issues**
Set up the networking aspect of the server - basic structure of the classes that handle server connections	-1	Levi Herrera and only Levi		I think I did something to do with the server. Like setting the networking up for the server. Also the game logic is in the server. I think anythign that does'nt have to do with the gui is in the server now and foerever.	Add music to the server. Fix any bugs that may occur	
Create Github repository and add group members	0	Ellen		Set up the networking aspect of the client - basic structure of the classes that connect to and communicate with server	Fix bugs and finalize the program	
Decide on game	1	Everyone		Pick which game we would like to create	N/A	
		Trishla		Set up basic elements in the GUI for the server (i.e. buttons needed, text displays, etc.)	Fix bugs and finalize the program	
		Mohammad		Set up basic elements in the GUI for the client (i.e. buttons needed, text displays, etc.)	Fix bugs and finalize the program	