			Weekly Sprint Sheet	Team #19	Team Members	Email
Project: 5 (Guess a Number)			, , .p		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
		t				
Set up the networking aspect of the server -	-1	Levi Herrera and only		I think I did something to do with the server. Like setting the		
basic structure of the classes that handle server		Levi		networking up for the server. Also the game logic is in the	may occur	
connections				server. I think anythign that does'nt have to do with the gui		
Create Github repository and add group	0	Ellen		Set up the networking aspect of the client - basic structure	Fix bugs and finalize the program	
members				of the classes that connect to and communicate with server		
Decide on game	l.	Everyone		Pick which game we would like to create	N/A	
Decide on game	[270.70.10		rick which game we would like to create		
			-			
		Trishla		Set up basic elements in the GUI for the server (i.e. buttons	Fix bugs and finalize the program	
				needed, text displays, etc.)		
		Mohammad		Set up basic elements in the GUI for the client (i.e. buttons	Fix bugs and finalize the program	
				needed, text displays, etc.)		