

Sprint Name	Sprint Start Date	Sprint End Date	Description
StartMenu/Basic Game	04/03/2017	04/08/2017	Implement game class + Implement windows
Connect windows	04/08/2017	4/10/2017	Connect windows by buttons.
Add clock, load images with difficulties	4/10/2017	4/15/2017	as the name suggests.
Refactor Game class/ Save Load Games	4/15/2017	4/17/2017	as the name suggests. Implementing the save game and load game functionality.
Add ingame items/ Changing themes	4/17/2017	4/22/2017	Add hint, shuffle, changing themes
Add music/ Redesign GUI	4/22/2017	4/24/2017	Make GUI prettier. Bring good mood by using music
Finishing up	4/24/2017	5/1/2017	Finishing up some of the functionalities and fix bugs/