

User Stories		Priority (1-5)	Tasks	Product Backlog
As a user I should be able to	start a game	1	code the main class	y
			instantiate players and dealer	y
			code deck of cards	y
			code chips	y
			bring all other classes together	y
	fold	2	set player fold	y
	show	2	show hands	y
	pay small/ big blind	2	create token to see who has small or large blind	y
			shift who pays what blind to complete round	y
			code choice: pay or fold	y
			switch who pays what blind in new round	y
			if player cannot pay, allow to check or fold	y
	check	3	don't pay and continue on game if others didn't bet	y
	call	3	pay the same amount as other players	y
	cash out	3	receive all the money	y
	increase my bet	4	create slider to choose amount to bet	y
			do not allow to bet beyond what player has	y
	end a game	4	exit	y
	decide the number of players	5	decide number of players	y
	restart	5	new round	y
	see how many chips I have	1	create way for player to view number of chips	y
As a dealer I should be able to	give cards	1	use deck of card to give out new cards	y
			code random card selection: no repeat cards	y
	show the cards	1	show cards for (3) flop, (1) turn, (1) then river using swin	y
			flip over all cards left for the showdown	y
	check the best hand	2	check hand function	y
	know who's turn it is	2	text box history	y
	raise the minimum	3	increase bet	y
	give out the money to the winne	4	add pooled money to player's amount	y
	shuffle cards	5	code card shuffling	y
	keep track of the player's funds	2	update player's chips array when values change	y