| DAY 1 | | | | DAY 20 | | | | DAY 38 | | | |
TODO	IN PROGRESS	READY FOR TESTING	COMPLETE	TODO	IN PROGRESS	READY FOR TESTING	COMPLETE	TODO	IN PROGRESS	READY FOR TESTING	COMPLETE
Create Dealer Class				create uml class diagram	design AI	test class for Card Dealer	Create Dealer Class				Create Dealer Class
Random Cards				simple uml for presentation	Player 1 end round animation	test class for player	Random Cards				Random Cards
Use Case UML Daigram				Create AI class	player 2 end round animation	Test AI class	Use Case UML Daigram				Use Case UML Daigram
makeBet method				fix bugs in player class	player 3 end round animation	test Hands	makeBet method				makeBet method
create player class				game flow	player 4 end round animation		create player class				mix bugs in dealer class
create uml class diagram				allow betting, checking, folding	player 5 end round animation		Create Game Class				create player class
simple uml for presentation				Pay blinds	player 6 end round animation		Create Table				fix bugs in player class
test class for Card Dealer				showdown method	poker hands		create rank enum				create uml class diagram
test class for player				Creating display for AI Players	check hands		create suits enum				simple uml for presentation
design AI				betting in AI players	Setting up Blinds panel		create deck				test class for Card Dealer
Create AI class				folding in AI players	Setting up Fold/Check/Bet panel		generateDeck				test class for player
Test AI class				checking in AI players	Setting up chips display		flop animation				design AI
fix bugs in player class				Fixing bet/fold/check AI			turn animation				Create AI class
game flow				Player 1 start round animation			river animation				Test AI class
Create Game Class				player 2 start round animation			Create Class Player				Refractor AI into Player
Create Table				player 3 start round animation			High Card				fix bugs in player class
create rank enum				player 4 start round animation			2 of a kind				refractoring checkhands test
create suits enum				player 5 start round animation			3 of a kind				game flow
create deck				player 6 start round animation			4 of a kind				Create Game Class
generateDeck				integrate start round animations			2 pairs				Create Table
flop animation				integrate end round animations			straight				create rank enum
turn animation				create fold animations			flush				create suits enum
river animation				comparator byHand			full house				create deck
Player 1 end round animation				checks winner			straight flush				generateDeck
player 2 end round animation				highCard			royal flush				flop animation
player 3 end round animation				winner can't have folded			gameflow				turn animation
player 4 end round animation				set small and big			testing random				river animation
player 5 end round animation				game flow of the game			fixed random				Player 1 end round animation
player 6 end round animation				show player cards when game ends			Create Card Object				player 2 end round animation
Player 1 start round animation							Create Enum Suit				player 3 end round animation
player 2 start round animation							Create Enum Chips				player 4 end round animation
player 3 start round animation							images to cards				player 5 end round animation
player 4 start round animation							putting players into Model				player 6 end round animation
player 5 start round animation							Create Start Screen				Player 1 start round animation
player 6 start round animation							Create GameTable				player 2 start round animation
integrate start round animations							Editing cards				player 3 start round animation
integrate end round animations							putting CardDealer into Model				player 4 start round animation
create fold animations							Connecting Model to Controller				player 5 start round animation
Create Class Player							Creating players within Controller				player 6 start round animation
High Card							Setting up Model in Controller				integrate start round animations
2 of a kind							adding chips, setting blinds				integrate end round animations
3 of a kind											fix chips images
4 of a kind											Create Class Player
2 pairs											High Card
straight											2 of a kind
flush											3 of a kind
full house											4 of a kind
straight flush											2 pairs
royal flush											straight
gameflow											flush
testing random											full house
fixed random											straight flush
poker hands											royal flush
check hands											gameflow
comparator byHand											testing random
checks winner											fixed random
highCard											poker hands
test Hands											check hands
winner can't have folded											comparator byHand
set small and big											checks winner
game flow of the game											highCard
show player cards when game ends											test Hands
Create Card Object											added Field to player
Create Enum Suit											winner can't have folded
Create Enum Chips											set small and big
images to cards											

putting players into Model									game flow of the game
Create Start Screen									gameflow refactored
Create GameTable									gameflow fixed
Editing cards									bugs on player
putting CardDealer into Model									jSlider bet fixed
Connecting Model to Controller									show player cards when game ends
Creating players within Controller									Fixing bet/fold/check AI
Setting up Model in Controller									Create Card Object
adding chips, setting blinds									Create Enum Suit
allow betting, checking, folding									Create Enum Chips
Setting up Blinds panel									images to cards
Setting up Fold/Check/Bet panel									putting players into Model
Setting up chips display									Create Start Screen
Pay blinds									Create GameTable
showdown method									Editing cards
Creating display for AI Players									putting CardDealer into Model
betting in AI players									Connecting Model to Controller
folding in AI players									Creating players within Controller
checking in AI players									Setting up Model in Controller
Fixing bet/fold/check AI									adding chips, setting blinds
									allow betting, checking, folding
									refactoring code
									Setting up Blinds panel
									Setting up Fold/Check/Bet panel
									Setting up chips display
									Pay blinds
									showdown method
									refactoring code
									Creating display for AI Players
									Allow for names
									betting in AI players
									folding in AI players
									checking in AI players
									Fixing bet/fold/check AI
									Refactoring code