

Weekly Sprint Sheet		Team Members	Email			
Project: 342 Project 5		Michael Aiello	maie15@uic.edu			
Week Of: 4/15/19		Ryan Anderson	rande42@uic.edu			
Team Number: 14		Thomas Hein	thein4@uic.edu			
		Anthony Slas	aslas2@uic.edu			
Action Item	Item ID	Team Member	Last Week	This Week	Next Week	Issues
GitHub Repo	1	Thomas Hein	N/A	Create repo, share with members as well as TA project manager	N/A	TBD
Node vs. Java	2	All	N/A	Weigh pros and cons of Node vs Java for project. Decide on what to use	N/A	TBD
Sprint Sheet	3	Michael Aiello	N/A	Create sprint sheet, share sheet, add to sheet, and upload sheet to repo	N/A	TBD
Research Game Options	4	All	N/A	Research games, and decide on final game choice	N/A	TBD
Project Description	5	Ryan Anderson and Anthony Slas	N/A	Create project description doc, share with team, and upload to repo	N/A	TBD
Merger Over Previous Server Client Code	6	Ryan Anderson	N/A	Set up the last projects client and server code for UNO. This means ridding of any traces of RPSLS	Continue last weeks work if applicable	TBD
Handling Server Side Game Logic	7	Michael Aiello	N/A	Set up and plan out the server's handling of game information. This means dealing with who won, what cards was put in the discard	Continue last weeks work if applicable	TBD
Plan Client code	8	Anthony Slas	N/A	Set up and plan the client code side of UNO. This means set up the link between the client GUI and client's hand and actions, etc	Continue last weeks work if applicable	TBD
Plan/Implement Client GUI	9	Anthony Slas and Thomas Hein	N/A	Plan out the look and feel of the Client GUI. Maybe even implement a basic working version. Add the necessary buttons and data fields.	Continue last weeks work if applicable	TBD
Plan Server GUI	10	Thomas Hein	N/A	Plan out and possibly implement the server GUI. Set up buttons, and data fields, etc.	Continue last weeks work if applicable	TBD