Weekly Sprint Sheet		Team Members	Email			
Project: 342 Project 5		Michael Aiello	maiell5@uic.edu			
Week Of: 4/29/19		Ryan Anderson	rander42@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	Create repo, share with members as well as TA project manager	Done	N/A	TBD
Node vs. Java	2	All	Weigh pros and cons of Node vs Java for project. Decide on what to use	Done	N/A	TBD
Sprint Sheet	3	Michael Aiello	Create sprint sheet, share sheet, add to sheet, and upload sheet to repo	Make Next Sprint Sheet	N/A	TBD
Research Game Options	4	All	Research games, and decide on final game choice	Done	N/A	TBD
Project Description	5	Ryan Anderson and Anthony Slas	Create project description doc, share with team, and upload to repo	Done	N/A	TBD
Merger Over Previous Server Client Code	6	Ryan Anderson	Set up the last projects client and server code for UNO. This means ridding of any traces of RPSLS	Done	N/A	TBD
Handling Server Side Game Logic	7	Michael Aiello	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 pile, etc.	Done, but we still have to actually run the application and work out any potential bugs	Successfully run programs with no hiccups	TBD
Plan Client code	8	Anthony Slas	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	Done	N/A	TBD
Plan/Implement Client GUI	9	Anthony Slas and Thomas Hein	Plan out the look and feel of the Client GUI. Maybe even implement a basic working version. Add the necessary buttons and data fields.	Finish Client code. Successfully run the server and client code. Work out any potential bugs	Successfully run programs with no hiccups	TBD
Plan Server GUI	10	Thomas Hein	Plan out and possibly implement the server GUI. Set up buttons, and data fields, etc.	Done	N/A	TBD
Finish Project	11	All	N/A	Merge all code, and run application with no bugs/errors	Merge all code, and run application with no bugs/errors	N/A