| Priority: | | Story: | | | | | |
|---|---|---|---|---|---|---|---|
| | 1 | Create basic UML Diagram to understand structure of poker game | | | | | |
| | 2 | Set up skeleton classes to run one player poker game | | | | | |
| | 3 | Create class for Betting chips and Pot | | | | | |
| | 4 | Create class to handle different rounds | | | | | |
| | 5 | Configure GUI | | | | | |
| | 6 | Edit Score class to look at all of the cards in a player's hand | | | | | |
| | 7 | Integrate user input to GUI | | | | | |
| | 8 | Establish connection between players | | | | | |
| | 9 | Resolve issues with SceneBuilder | | | | | |
| | 10 | Create central Table class to be passed to GUI instead of x separate views | | | | | |
| | 11 | Successfully send Table object to multiple clients | | | | | |
| | 12 | Bind buttons, and other user interface to the Model | | | | | |
| | 13 | Successfully update Table object every time a player places a bet | | | | | |
| | 14 | View player's personal cards on the GUI | | | | | |
| | 15 | View the table cards at the right time, ie. only reveal the next card after all players have placed their bets | | | | | |
| | 16 | Display live update window on GUI | | | | | |