

			Weekly Sprint Sheet		Team Members	Email
Project:	5				Piotr Ramza	pramza2@gmail.com
Week Of:	4/15/2019				Justin Trieu	jtrieu5@uic.edu
Team Number:	24				Daniel Dean Asuncion	dasunc2@uic.edu
					Samuel Bankole	sbanko2@uic.edu
Action Item	Item ID	Team Member	Last Week	This Week	Next Week	Issues
Quit command for client and server			Almost Finished, just had some bugs when done is a wierd order		Should be able to finish the quit command for both server and client	Has strange, unexpected results when quit is clicked in a wierd order
Git Hub Repository		Piotr	Not Created	Created	N/A	
GUI Elements for the Client and Server		Piotr	Starting point taken from project 4, but still needs a lot of work	Start working on the Client GUI. Create the basic layout for player cards and buttons for beting and passing	Finish the general look of the GUI and Start assigning buttons in the GUI to actions	
Creating a server that can handle only 4 clients		Samuel	Starting point from project 4	Start working on extending the server to work for four clients	Create a 'waiting list' for other users not currently in the game.	
Project Description		Dean	Not Created	Created	N/A	
Creating a deck class		Dean	N/A	Create a deck class containing all the cards needed for Blackjack. Will reference a lot of the code from Project 2 for the deck class		
Create the logic for dealing a hand to each player		Dean	N/A	Start working on creating the dealing logic for each client/player		
Logic for making bets, raising, matching and folding			N/A	Focus on other part for now	Make sure that the buttons for betting sets a bet, and that the game follows the blackjack rules for betting	
Creating a player and dealer class			Starting point from project 2	Create a player and dealer class that has a hand, wallet for betting, and name	Make any last changes that need to be made	