

Ryan Bickham  
Nicholas Borushko  
Ryan Gillett  
Andrew Haeger

- **Milestone 1 (by Feb 24) – class presentation**
  - Create first version of milestone document – **Ryan Bickham, Andrew Haeger, Nick Borushko, Ryan Gillett (100% complete)**
  - Update class, activity, and sequence diagrams – **Andrew Haeger, Nick Borushko, Ryan Gillett (100% complete)**
  - Create JavaFX GUIs for login/register, join table, account management, playing each game, and user profile – **Andrew Haeger (100% complete)**
  - Download and install MySQL server, and create a database – **Ryan Bickham (100% complete)**
  - Create a table in the database to store simple user information for login and account management – **Ryan Gillett, Ryan Bickham (100% complete)**
  - Implement a database manager that connects to the database – **Ryan Bickham (100% complete)**
  - Implement complete game logic for Texas Hold ‘em including betting support and player objects to support unique user information – **Ryan Bickham (100% complete)**
  - Implement complete game logic for Euchre, sharing same Player and Deck implementations – **Andrew Haeger (100% complete)**
  - Implement user registration and login – **Ryan Bickham (100% complete)**
  - Implement text chat that works between a server and multiple clients – **Ryan Bickham (100% complete)**
  - Implement a page on the GUI that allows users to select and join a table – **Andrew Haeger (100% complete)**
  - Implement account management that lets users update their account information in the database – **Ryan Bickham (100% complete)**
- **Milestone 2 (by March 19) – class presentation**
  - Create database structure for user statistics, both overall and for each individual game – **Nick Borushko, Ryan Gillett (100% complete)**
  - Implement complete Blackjack game logic – **Ryan Bickham (100% complete)**
  - Add useful methods and modifications to desktop client GUI – **Andrew Haeger (100% complete)**
  - Implement graphical version of one of the implemented games to play locally– **Ryan Bickham, Andrew Haeger (100% complete)**
  - Begin implementing the storing of user statistics to the database – **Ryan Bickham, Andrew Haeger (100% complete)**
  - **Update class, activity, and sequence diagrams -- Nick Borushko, Ryan Gillett, Andrew Haeger, Ryan Bickham (100% complete)**
- **Milestone 3 (by April 2)**
  - Implement Texas Hold ‘em, Euchre, and Blackjack in the graphical environment locally – **Ryan Bickham, Andrew Haeger (100% complete)**

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- Begin work on multiplayer implementation using Java RMI – **Ryan Bickham, Andrew Haeger (100% complete) We have started, but not finished at this point**
- Host database on server instance so data is consistent throughout **(100% complete)**
- Update database configuration as needed during development – **Nick Borushko, Ryan Gillett (100% complete)**
- Update class, activity, and sequence diagrams – **Nick Borushko, Ryan Gillett, Andrew Haeger, Ryan Bickham (100% complete)**
- **Milestone 4(By April 23)**
  - Complete multiplayer implementation for Texas Hold 'em, Euchre, and Blackjack – **Ryan Bickham, Andrew Haeger (45% complete, have completed Texas Hold'Em, do not have time to complete the others but have started Euchre multiplayer implementation)**
  - Work on implementing an additional game such as Omaha Hold 'em or Five Card Draw if time permits – **Ryan Bickham (0% complete, not enough time to add additional card games)**
  - Host server side application on server instance for consistent access. **(100% complete)**
  - Develop a simple website allowing users to download client application, and possibly view and update their profile – **Ryan Bickham, Andrew Haeger, Ryan Gillett, Nick Borushko (100% complete)**