* **Milestone 1 (by Feb 24) – class presentation**
  + Create first version of milestone document – **Ryan Bickham, Andrew Haeger, Nick Borushko, Ryan Gillett**
  + Update class, activity, and sequence diagrams – **Andrew Haeger, Nick Borushko, Ryan Gillett**
  + Create JavaFX GUIs for login/register, join table, account management, playing each game, and user profile – **Andrew Haeger**
  + Download and install MySQL server, and create a database – **Ryan Bickham**
  + Create a table in the database to store simple user information for login and account management – **Ryan Gillett, Ryan Bickham**
  + Implement a database manager that connects to the database – **Ryan Bickham**
  + Implement complete game logic for Texas Hold ‘em including betting support and player objects to support unique user information – **Ryan Bickham**
  + Implement complete game logic for Euchre, sharing same Player and Deck implementations – **Andrew Haeger**
  + Implement user registration and login – **Ryan Bickham**
  + Implement text chat that works between a server and multiple clients – **Ryan Bickham**
  + Implement a page on the GUI that allows users to select and join a table – **Andrew Haeger**
  + Implement account management that lets users update their account information in the database – **Ryan Bickham**
* **Milestone 2 (by March 19) – class presentation**
  + Create database structure for user statistics, both overall and for each individual game – **Nick Borushko, Ryan Gillett**
  + Implement complete Blackjack game logic – **Ryan Bickham**
  + Add useful methods and modifications to desktop client GUI – **Andrew Haeger**
  + Implement graphical version of one of the implemented games to play locally– **Ryan Bickham, Andrew Haeger**
  + Begin implementing the storing of user statistics to the database – **Ryan Bickham, Andrew Haeger**
  + **Update class, activity, and sequence diagrams** -- **Nick Borushko, Ryan Gillett, Andrew Haeger, Ryan Bickham**
* **Milestone 3(by April 2)**
  + Implement Texas Hold ‘em, Euchre, and Blackjack in the graphical environment locally – **Ryan Bickham, Andrew Haeger**
  + Begin work on multiplayer implementation using Java RMI – **Ryan Bickham, Andrew Haeger**
  + Host database on server instance so data is consistent throughout
  + Update database configuration as needed during development – **Nick Borushko, Ryan Gillett**
  + Update class, activity, and sequence diagrams – **Nick Borushko, Ryan Gillett, Andrew Haeger, Ryan Bickham**
* **Milestone 4(By April 23)**
  + Complete multiplayer implementation for Texas Hold ‘em, Euchre, and Blackjack – **Ryan Bickham, Andrew Haeger**
  + Work on implementing an additional game such as Omaha Hold ‘em or Five Card Draw if time permits – **Ryan Bickham**
  + Host server side application on server instance for consistent access.
  + 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**