			Weekly Sprint Sheet		Team Members	Email
Project:	Project 5				Heemani Brahmbhatt	hbrahm3@uic.edu
Week Of:	4/15/2019				Sakina Master	smaste3@uic.edu
					Derek Altman	daltma@uic.edu
					Saccha Agriel	sagrie@uic.edu

Action Item	Item ID	Team Member	Last Week	This Week	Next Week	Issues
Networking / Connection / Providing a smooth, cohesive flow from server to clients and vice versa	1	Sakina	n/a	Disscuss the mechanics of the game and design	Work on implementing the parts of when and where in the code there needs to be comparisons and updates in GUI	n/a
Client GUI	2	Heemani	n/a	Type up the game rules and specifications	Add the GUI components necessary for user interaction	n/a
Server GUI	3	Saccha	n/a	Set up GitHub repo and invite Sara and all group members to edit	Add the GUI components necessary for server interaction with clients	n/a
Impkementing the Play Again Functionality	4	Derek	n/a	Disscuss the mechanics of the game and design	Understand how to take the code and make it repeat the game if player chooses	n/a