			Weekly Sprint Sheet	Team 13	Team Members	Email
Project:	Project 5				Heemani	hbrahm3@uic.edu
Week Of:	4/28/2019				Sakina	smaste3@uic.edu
					Derek	daltma@uic.edu
					Saccha	sagrie3@uic.edu

Action Item	Item ID	Team Member	Last Week	This Week	Next Week	Issues
Networking, control flow, user-server interactions	1	Sakina	Discuss mechanics of game design	Develop the network connection and other features necessary to game play	Finishing touches to play logic and flow	n/a
Client GUI	2	Heemani	Type up the game specifications	Keep working on Client Side GUI and embellishing the look and feel of the interface	Finishing touches to Client GUI	n/a
Server GUI	3	Saccha	Set up github repo and invite team + TA	Finish up Server Side GUI and push to github repo	Finishing touches to Server GUI	n/a
Play Again	4	Derek	Discuss mechanics of game design	Look at how the code can be manipulated to play game again	Implementing Play Again button functionality	n/a
Design Document	5	Derek	n/a	Work on the steps of the game - formatted in design document style flow diagram	Finalize Documentation and design docs	n/a