| Priority | Backlog List | Sprint | Status | Priority Legend | Backlog List Legend | Status Legend |
|---|---|---|---|---|---|---|
| 1 | GUI Design | Sprint 1 | Done | 1 = Urgent | Defect (Bug) | Done |
| 3 | Initial High Level UML Diagram | Sprint 1 | Done | 2 = Very High | User Story | In Progress |
| 1 | Class Design | Sprint 1 | Done | 3 = High | Spike (need to learn something) | Not Started |
| 2 | Define High Level User Stories | Sprint 1 | Done | 4 = Medium | Technical Needs | Not Done |
| 1 | Implement User Story: As a player, I want to be able to choose the starting chip amount I have | Sprint 1 | Done | 5 = Low | Regular Tasks | |
| 5 | Implement User Story: As a player, I want to choose how many opponents I am against | Sprint 1 | Done | 6 = Very Low | | |
| 6 | Implement User Story: As a player, I want to choose the color of the poker table | Sprint 1 | Done | 7 = Who Cares | | |
| 6 | Implement User Story: As a player, I want to choose the color that I appear as | Sprint 1 | Done | | | |
| 1 | Implement Game Logic Classes | Sprint 2 | Done | | | |
| 2 | Implement Deck Class | Sprint 2 | Done | | | |
| 2 | Implement Card Class | Sprint 2 | Done | | | |
| 2 | Implement Pot Class | Sprint 2 | Done | | | |
| 2 | Implement Hand Classes | Sprint 2 | Done | | | |
| 2 | Implement CPU Classes | Sprint 2 | Done | | | |
| 5 | Refine High Level UML Diagram | Sprint 2 | Done | | | |
| 1 | Update GUI Implementation Based on GUI Design | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to win the game when I have all the chips | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be out of contention for the game when I have no chips left | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to have no time limit when making a decision about my hand | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to win all the chips in the pot if I have the best hand at the end of the hand | Sprint 2 | Done | | | |
| 2 | Implement User Story: As a player, I want to be able to get half the pot if there is a tie | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I don't want any other player to be able to see the cards I am dealt for my hand | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a dealer, I want to be able to judge which hand won the pot | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a dealer, I want to be able to give each player two cards so that hands can be dealt | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a dealer, I want to be able to deal the flop | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a dealer, I want to be able to deal the turn | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a dealer, I want to be able to deal the river | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to call, raise, or fold before the flop | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to call, raise, or fold after the turn | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to call, raise, or fold after the flop | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to check if I do not have to match another player's bet after the flop | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to check if I do not have to match another player's bet after the turn | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to bet if no other player has bet after the flop. | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to bet if no other player has bet after the turn | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to call, raise, or fold after the river | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to bet if no other player has bet after the river | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to check if I do not have to match another player's bet after the river | Sprint 2 | Done | | | |
| 1 | Implement User Story: As a player, I don't want to be able to check or bet before the flop | Sprint 2 | Done | | | |
| 1 | Refine GUI Implementation | Sprint 3 | Done | | | |
| 3 | Refine Game Logic Implementation | Sprint 3 | Done | | | |
| 1 | Connect Game Logic with GUI | Sprint 3 | Done | | | |
| 1 | Implement User Story: As a player, I don't want any other player to be able to see the cards I am dealt for my hand | Sprint 3 | Done | | | |
| 1 | Further Refine GUI Implementation | Sprint 4 | Done | | | |
| 1 | Refine Connection of Game Logic and GUI | Sprint 4 | Not Done | | | |
| 4 | Implement User Story: As a player, I want to have the option to show my hand to other players after the end of the hand if there is no showdown | Sprint 4 | Done | | | |
| 1 | Implement User Story: As a player, I want to be able to see the cards I am dealt for my hand | Sprint 4 | Done | | | |
| 1 | Implement User Story: As a player, I want to show my cards if there is a showdown | Sprint 4 | Done | | | |
| 5 | Implement User Story: As a dealer, I want to be able to deal cards clockwise | Sprint 4 | Done | | | |
| 5 | Implement User Story: As a dealer, I want to deal the first cards on the first hand to the player directly to my left | Sprint 4 | Done | | | |

| | | | | | | |
|---|---|---|---|---|---|---|
| 1 | Implement User Story: As a dealer, I want to deal no duplicate cards | Sprint 4 | Done | | | |
| 2 | Implement User Story: As a dealer, I want to deal cards first to the player that was dealt cards second the previous hand | Sprint 4 | Not Done | | | |
| 3 | Implement User Story: As a player, I want to make an initial bet (blind) before the hand is dealt | Sprint 4 | Not Done | | | |
| 4 | Implement User Story: As a player, I want to make the small blind if I am the first one receiving cards for this hand | Sprint 4 | Not Done | | | |
| 4 | Implement User Story: As a player, I want to make the large blind if I am the second one receiving cards for this hand | Sprint 4 | Not Done | | | |
| 6 | Implement User Story: As a player, I want to choose my name | Sprint 4 | Done | | | |
| 1 | Create User Manual | Sprint 4 | Done | | | |
| 1 | Create Design Manual | Sprint 4 | Done | | | |
| 1 | Create Presentation | Sprint 4 | Done | | | |
| 1 | Create Test Methods | Sprint 4 | Done | | | |
| 1 | Create Burndown Chart | Sprint 4 | Done | | | |
| 1 | Create CRC Cards | Sprint 4 | Done | | | |
| 1 | Create Use Case Diagram | Sprint 4 | Done | | | |
| 1 | Further Refine High Level UML Diagram | Sprint 4 | Done | | | |
| 1 | Create JAR File | Sprint 4 | Done | | | |
| 1 | Create README | Sprint 4 | Done | | | |