

	A	B	C	D	E	F	G	H
1	Sprint 2	WA-27	Embellish User Interface	Make user interface better and more friendly	120	Yiran Zhou	0	Todo
2	Sprint 2	WA-26	Modified from Sprint 1, merge html and javaScript.	merge html and js file for transfer role of guesser and painter smoothly.	180	Yi Meng	0	Todo
3	Sprint 2	WA-25	Modified from Sprint 1, set new turn	run new turn round smoothly and correctly.	180	Can Liu	0	Todo
4	Sprint 2	WA-24	Words categories Selection	Dividing words in the database into different categories, allowing users to choose a category to draw and guess. In front end, set choosing categories list and and select multiple choice.	180	Yi Meng	0	Todo
5	Sprint 2	WA-23	Score real-time interaction	Using WebSockets to update scores in real time.	240	Yiran Zhou	0	Todo
6	Sprint 2	WA-22	Count down/hints real-time interaction	Using WebSockets to implement time count down/hints real-time interaction	120	Can Liu	0	Todo
7	Sprint 2	WA-21	Canvas real-time interaction	Using WebSockets to implement real-time canvas interaction	240	Yi Meng	0	Todo
8	Sprint 2	WA-19	private room invitation	create private room and inviate other users to the room	120	Can Liu	0	Todo
9	Sprint 2	WA-20	game room model	Create a game room model. Game room contains sever users and ready/start option. Including create room function and join room function	240	Yiran Zhou	0	Todo