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Amaan:

Worked on the Server UML and wireframe

Worked on all the test cases for the project

Worked on the BacarratDealer, BacarratGame, BacarratGameLogic, and Card classes

William:

Worked on the Client UML

Worked on the Server/Client GUI

Implemented all client buttons to connect with the server properly

Implemented proper send functions so that the client can send the server information properly

Implemented the BacarratInfo class to be the object sent back to the server

Implemented the server-sided logic for the client GUI to play