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1) 40 hours in common

2) Implemented update message parser

 -rules engine functions called using commands over network

 -tournament cards and tournament colour

 -changing cards now work

Implemented client

 -connecting to server

 -managing UI flags Implemented server

 -accepting new players

 -making sockets for players

 -game loop

 Implemented update functions

 -UI can now generate command string to communicate with server to update game after player actions

Integrated UI with game

 - UI now handles incoming messages from the server passed off from the client

 - Overlays for different actions functional

 - Support for Unhorse, Change Weapon and Drop Weapon; Other action cards are playable, but contribute nothing.

 - GUI entry for username and server IP address

 - Panel for tokens collected, statuses (stun & shield), and display value for each player

 - Message box that writes messages for different actions (drawing cards, playing cards, change of colour, etc.)

3) Ahmed: 1 hour Austin: 4 hours Nick: 1 hour

4) All team members have been contributing equally.