Workload :

| Khaled Shawaal | <ul><li>Cards 9 through 11</li><li>Addcard action</li><li>Opengrid and save grid action</li><li>Saving and loading functions</li></ul> |
|---|---|
| Andro Magued | Cards one through eight |
| Eyad Mostafa | <ul><li>Addsnake action</li><li>Add card</li><li>Copy cut and paste card</li><li>Delete game object</li><li>Switch to play mode and to design mode</li></ul> |
| Bahey el Din Ismail | <ul><li>Player file (player movement+adding money after 3 turns) & ladder and snake</li><li>New game file (play mode)</li><li>Input dice roll and roll dice action  (play mode)</li><li>Card 12</li><li>Saving and loading functions</li></ul> |

All team members participated in the building of common classes such as grid and player and integration and debugging .