# Multiplayer Blackjack - Group 2

**Andrew Bustos, Amanuel Gebreysus, Steven Tran, Diego Ureno, Haoling Zhang**

Project Start: Mon, 6/13/2022

Display Week: 1

| TASK | ASSIGNED TO | PROGRESS | START | END |
|------|-------------|----------|-------|-----|
| **Requirements Phase** | | | | |
| Brainstorm Ideas | All Members | 100% | 6/13/22 | 6/14/22 |
| Class Candidates | All Members | 100% | 6/14/22 | 6/16/22 |
| Methods & Attribu | All Members | 100% | 6/16/22 | 6/17/22 |
| SRS Document | All Members | 100% | 6/17/22 | 6/20/22 |
| **Design Phase** | | | | |
| Class Diagrams | Andrew/Amanuel | 100% | 6/20/22 | 7/18/22 |
| Use Cases | Steven | 100% | 6/21/22 | 7/15/22 |
| UML Diagrams | Haolin | 100% | 7/15/22 | 7/18/22 |
| Design Document | Diego | 100% | 7/11/22 | 7/18/22 |
| **Implementation** | | | | |
| Client Class | Haolin/Andrew/Amanuel | 100% | 7/18/22 | 7/27/22 |
| Server Class | Haolin | 100% | 7/18/22 | 7/27/22 |
| Lobby Class | Haolin/Andrew/Steven/Diego | 100% | 7/18/22 | 7/27/22 |
| Message Class | Haolin Zhang | 100% | 7/18/22 | 7/27/22 |
| Login/Client GUI | Diego/Andrew | 80% | 7/18/22 | 7/27/22 |