Yuxin Qian:

The welcomewindow class, the movement class, the mainwindow class, part of the subwindow class and part of player class. Player icon making, music and part of the background picture setting. Most of the glue code.

Daniel Becerra:

Tile Hierachy, board, bank, property/railroad classes, their associated views and popups, the other part of the player class. Also a chunk of the back end part of landing on a tile and taking an action which Yuxin improved to work with the game loop she did.

Chuqi Bian:

The Gameboard, PlayerinfoDisplay, the basic functionality of movement class, the checking of the subwindow, and basic of Record class. Collaborated with Daniel on the tile, property, player, and Landingwindows class. Made some glue codes. Helped fix some bugs and several exceptions.

Hao Zheng:

The basic version of the game setup page (input nicknames & choose tokens) under the welcome window. The UI part of the gameboard (all the images on the blocks and the background image etc). The dice class and the Chance Card class.