Iteration 1:

I worked on the fully dressed use case take a turn and the UIprototype for take a turn.
I also contributed terms to the data dictionary.

Iteration 2:

I worked on the fully dressed use case for configure player settings and on the minor release of the application. This includes starting the design of the application, the launcher, player settings, and the game board.

Iteration 3:

I worked on the RobotMove Logic with Ysabate. I also merged the BettingPanel,TokenGen, and scorePanel with the release from iteration 2. I also coded various methods and classes throughout the program .