E. Team Responsibilities

Name/ID	Primary Role	Key Components Developed / Implemented
Sathishkugan A/L Thangarajoo 1211103319	**Server Core & Architecture**	**Server Initialization:** Implemented main() loop and connection listening. **Process Management:** Handled fork() logic for creating child processes per player. **IPC Setup:** Configured Shared Memory (mmap) and named pipes (FIFOs). **Design Report**: 1-2
Thasayaini A/P Murthy 1211104170	**Game Logic & Client Side**	**Client Application:** Developed client.c (UI, Login, Input Validation). **Game Mechanics:** Implemented handle_client logic, including SAFE vs. RISK move calculations. **Token System:** Integrated the +2 step bonus logic. **Design Report**: 3-5
Wan Hanani Iman Binti Wan Mohd Azidi @ Sapawi 242UC244CK	**Concurrency & Synchronization**	**Scheduler Thread:** Implemented scheduler_thread for Round Robin turn management. **Logger Thread:** Built logger_thread for non-blocking file writing. **Synchronization:** Managed sem_t (semaphores) and pthread_mutex_t to prevent race conditions. **Design Report**: 9-11
Jasmyne Yap 242UC244PT	**Persistence & Integration**	**Persistence:** Developed load_scores and save_scores for scores.txt database. **System Utilities:** Created common.h, Makefile, and broadcast_event function. **Signal Handling:** Implemented SIGINT handler for safe server shutdown.

		Design Report: 6-8