There are 3 members in our team: **Du Zhang, Yupeng Zhang** & **Shuangning Liu**. Usually all of us studied together at school to increase communication efficiency and concentration.

At the beginning it really took a lot of time to discuss our design on the board and self-learning Django Channels. We tried to implement the websocket step by step and solve the problems together. Of course there would be times when we had conflicting schedules, which was the reason why we spent several nights working until 5 am.

As the site gets more and more complete, our focus moved from building up the design to eliminating the bugs. We were continuously testing the site with any possible irrational inputs, report the bugs, and discuss the strategy to fix them. Sometimes the bug is so tricky that we would have to modify the framework and update the design.

Basically, **Du Zhang** & **Yupeng Zhang** were in charge of the backend and the complicated game logic. Yupeng Zhang was in charge of the whole game logic, including all features of a fully-functional texas holdem game. He designed and implemented the Django channel consumer functions to deal with user's action and betting, and judge function of server to give control to clients, and compare function to decide who will win the game. Du Zhang is responsible for the data models and operations of backend database operations, including updating user's chips and game's status, deal with all kinds of anormal leaving during the game and function interfaces to connect frontend and backend. They together dealt with the scalable issues to support multi desks and the test issues for debugging and handling all possible exceptions caused by invalid input or unexpected behaviors.

Shuangning Liu was responsible of the frontend part. Specifically, her job involved designing user interfaces, building HTML templates, making Ajax requests and Javascript interfaces, user profile system, and the tutorial page. She has also handled the client side of websocket communication, which contains sending / receiving messages from the server and properly processing them.

We together dealt with the deployment issues including setting Daphne and Nginx proxy in AWS EC2, as well as the Redis server as the cache layer for Django channels in the production environment.

We took responsibility of being the product manager in turn in order that anyone of us can have leadership experience and add personal favourite new features for the application.