

Name	Time Spent (Minutes)	Changes Made					
Noah	170	Created the game and got it working in its primitive form				Time spent (minutes)	
Noah	35	Updated the game for special reels and a more modular design			Noah total	985	
Noah	25	started working on the GUI			Erin total	1380	
Noah	75	Finishing GUI and bug fixing			Brian total	180	
Noah	35	Class Diagram					
Brian	40	Created the weighted random file + got it working					
Brian	20	Commented FXMLElementController and GUI					
Erin	180	Started to work on the sliding reels					
Erin	180	Got one of the reels working using animation					
Erin	240	Made it so that the game can be saved					
Noah	200	Created class diagram and made the game able to hold the middle reel					
Brian	120	Made test cases					
Erin	180	Organized everything into packages					
Erin	80	Commented code and started to handle exceptions					
Noah	80	Moved text game to its own class and made a .bat file to compile and run the game					
Erin	300	Changed the GUI so that the save button only appears when a saved game is available, commented code, changed GUI colouring					
Noah	70	Commented the Play and TextGame classes					
Erin	60	Finished exception handling and changed readme file					
Noah	140	Created runtime files, runtime files and fixed an infinite loop in the textgame					
Noah	120	updated class diagram					
Erin	120	Wrote test document					
Erin	40	Fixed last few bugs in program that had to do with exception handling					
Noah	35	fixed bug where game would restart if the player tried to bet more money than they had					
Total	2545						