

The screenshot displays the Asana web application interface. On the left is a dark blue sidebar with navigation options: 'My Dashboard', 'Show Recents and more...', team member avatars (AM, AG, BC, JR, MF), 'Team Conversations', 'Team Calendar', 'PROJECTS' (with a plus icon), 'General Information', 'CSE360TeamProject', and a list of sprints (Sprint 1, **Sprint 2**, Sprint 3). The main workspace is titled 'Sprint 2' and includes a search bar, 'MY TASKS', 'MY INBOX', and tabs for 'List', 'Conversations', 'Calendar', 'Progress', and 'Files'. A list of five tasks is shown, each with a checkmark, a description, and a due date of 'Today' followed by a team member's initials in a colored circle. The tasks are: 'Work on GUI and Documentation' (AG), 'Program the die and rolling system' (BC), 'Implement a login/logout and create JUnit Testing' (MF), 'Program the statistics handling' (JR), and 'Program the playable section' (AM). Below the tasks are several empty horizontal lines for adding more tasks. On the right, a 'DESCRIPTION' panel is visible, containing a 'To do:' list with four items and a 'Rubric:' section with one item.

Task	Assignee	Due Date
Work on GUI and Documentation	AG	Today
Program the die and rolling system	BC	Today
Implement a login/logout and create JUnit Testing	MF	Today
Program the statistics handling	JR	Today
Program the playable section	AM	Today

**DESCRIPTION**

To do:

- 50% of the backlog features should be complete
- Documentation should be updated to reflect any changes made during the development cycle
- Code should compile without errors
- Unit tests for implemented features

Rubric:

- Documentation: 10 pts

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For Sprint 2, we split the tasks by highlighting each team member's ability.

- Anisha was given the task to work on the GUI and Documentation. She started the GUI structure and looked into our backlog. To get a basic functional app we have decided to implement the login and logout functionality for the next sprint.
- Bhavana's task was the program the die and rolling system. To do so, she created a player and a dice class that are called upon the GamePanel in order to have proper game functionality.
- Michaela's task was to implement the login/logout, since we extended the implementation until the next sprint. She took over the documentation role and worked on determining what actions were completed with the backlog. In addition, she worked on the Unit testing to check if the game functionality was working correctly.
- Jorge's tasks was to work on the statistics for the game and figure out a ranking system. He worked to integrate recording the statistics within the game and incorporated the visualization aspect within the statistics panel.
- Akhila was given the task to program the playable section. She looked over Bhavana's implementation and then integrated in within the GamePanel.