



For Sprint 3, we split the tasks by highlighting each team member's ability.

-Michaela's task was to work on integrating the applet into our website and improve the functionality of our website. In addition, she worked on Junit testing to make sure the game functionality was working correctly.

-Jorge's task was to improve the statistics for the game by recording different records about the games as the number of games played increased and incorporate that visual aspect within the statistics panel.

-Anisha's task was to improve the GUI implementation and aesthetics of the program from the last sprint deliverable to make it more user-friendly and appealing.

-Bhavana's task was to improve the functionality and playable of the game by allowing users to play multiple rounds of the game and have different parts of their scores recorded.

-Akhila's task was to help improve the playable section and statistics of the game and seamlessly integrate the newly done GUI from Anisha's part with the existing code without errors.