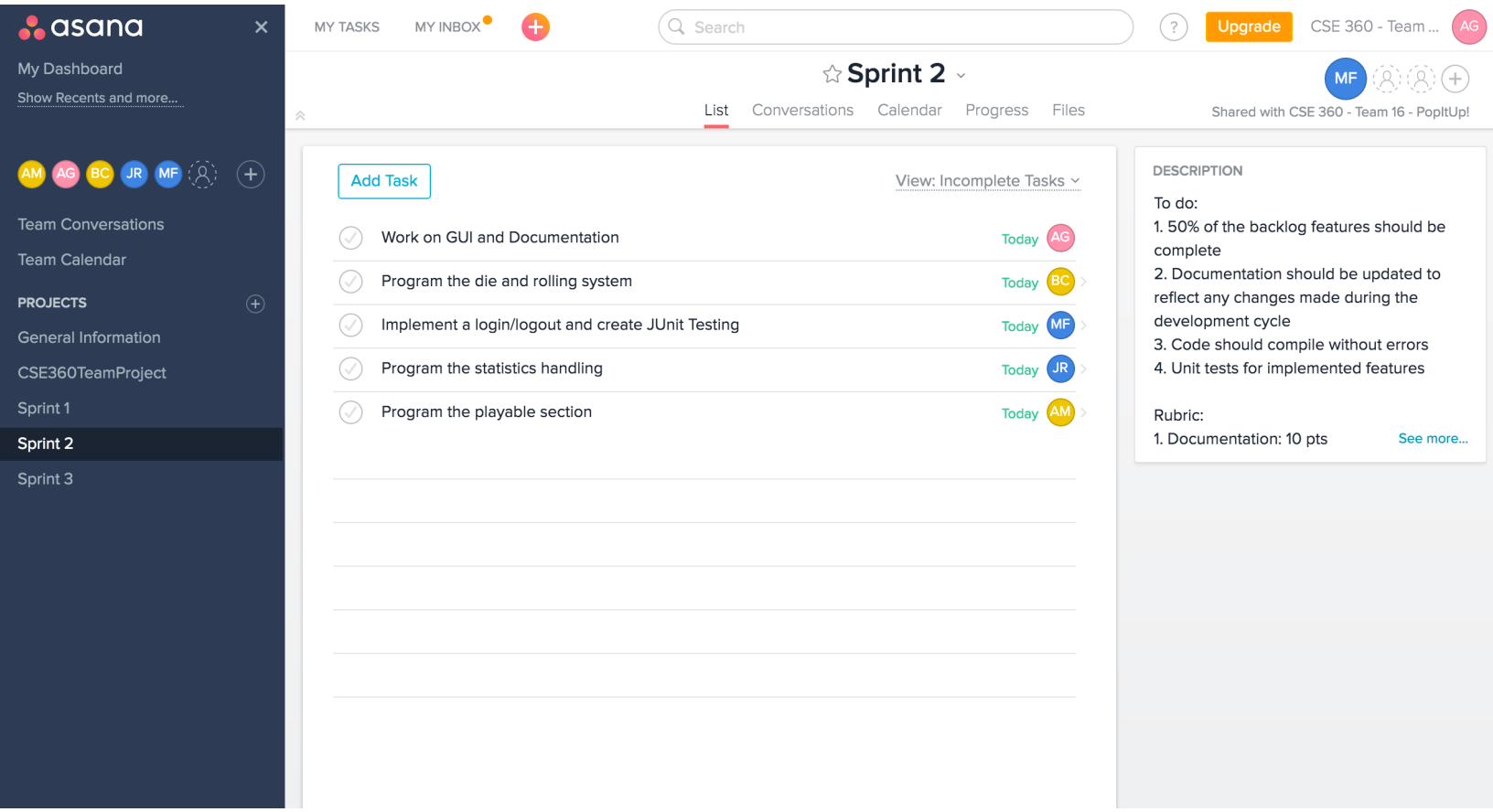

For Sprint 2, we split the tasks by highlighting each team member's ability.

- 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.