Preliminary List of Assignments:

Rayven Jan Deray:

- Start Implementing the Character Attributes, Role attributes and Dice Attributes into the Game class. These are the specified abilities each character has, what each dice face does, and what each role should do, and teams, and whose turn it is.
- Break Up GUI class to each aspect of the turn

Mallory Rasco:

- Start creating each role and their goals.

Jeff Tessitore:

- Create the player class, and focus on the player attributes (health point, arrow, etc.)

Shreyesh Arangath:

- Start creating each character and their attributes (as a string)
- Create GUI

Cole Trammell:

- Start creating each dice's attributes (as a string)
- Start working on the expansion pack

Together:

- Have almost all classes done for Project 3 or very close to finished by April 16th.