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For the logical aspect of the project, this means implementing the classes, we both discussed how the basic implementation should be done and then Tejaswi did the Card, Dealer, Deck, Player and the ThreeCardLogic class.

For the GUI portion of the project, Tejaswi did the initial wire framing diagram and Raphael did the basic implementation of the GUI. This means that Raphael got the basic GUI elements to display on the screen. Then, we both worked on the logical aspects of the GUI, such as event handlers, calling the specific functions when specific buttons were pressed etc.

Finally for the test cases, we discussed what kind of test cases can be implemented and Raphael implemented the test cases.