Team Members: Josh Lee and Ross Mitchell

Josh Lee: Overall design, initial UML diagrams, UML updates. Developed UserRegistrationServer, HadableObject, TCP\_Sock, TriviaGame, TriviaGameServer, TriviaGameServerDriver, TriviaMessage, and UDP\_Sock classes. Also developed the interfaces and made CSVAccess, TriviaGameServer, and UserRegistrationServer into singletons.

Ross Mitchell: Network Diagram, UML updates. Developed ActivePlayerList, Answer, CSVAccess, Player, and Problem classes. Also wrote much of the documentation.

For full details on project see the GitHub link🡪 <https://github.com/Ross14487/CSCI_466_Project_1>.