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Contribution:

Set up rough draft of GUI for client, game and administrator. In client GUI, user is able to view his/her ID and history, to create a new game or join an existing game, to view ID and number of players of the game he/she is going to join. Also, the client allows user to refresh to get the latest game list, and exit.

In Game GUI, there are two IDS of a user, manger and player. Manager can restart and lock a game. Players can play games in certain area, and the score is shown on top of the window.

In administrator GUI, there are buttons for the administrator to start/stop a server and view details of current state of the server. Administrator ID and server ID are listed on top of the window.