

Bîlbie Bogdan & Huguéanu Felix

- Implemented development cards

Corjuc Vlad

- Player Class
- Update on trade, added two trade functions in Game, added game variable in Player class (with Cristi Rusu)
- Modified request with arguments and action for all the game automaton states (with Ilaş Silviu and Rusu Cristi)
- Done Game buying function and all verifications, added buildings creation to board, modified TurnFlow and minor utility functions
- Added Roll Dice and Give Resources
- Added getLongestRoadAlgorithm, added Update score and checkWinner functions
- Updated LongestRoad and Largest Army, transformed Game class in abstract Class and added gameType package
- Added Robber utility and Robber logic in Game

Filip George-Noris

- Worked with Nicoria Alexandru on the Board Class
- Worked at Tile Graph with Pop-Razbuc Cristian

Ilaş Silviu

- Configured the Spring to be able to respond to outside calls
- Created the classes UserRequest, ManagerRequest and Response in accord with requirements
- Made a class HttpClientPost which can make requests to our servers
- Worked at the ConnectivitySimulation which simulates a game by making requests with the HttpClientPost class
- Contributed to the adaptation of the application to be able to run on the Heroku platform
- Contributed to the creation of the automaton that describes the normal flow of a player's turn with the help of an external library
- Worked on the class TurnFlow which uses the previously described automaton
- Contributed to the randomized generation of the game table

Leonte Robert

- Worked on the trading part with Alex Nicoria, which includes:
 - Added a startTrade function to Player class, which records the initial offer and request
 - Added a wantToTrade function to Player class, which stores the responses of the other players: whether they want to trade or not and their offers
 - Added a selectOpponent function, which allows the Player with the initial request to choose an offer
 - Added the commands and the automaton states for the functions
- Created Building and Intersection Classes
- Added ports to the Map

Nicoria Alexandru-Florin

- Worked on the trading part with Leonte Robert
- Built Intersection graph class
- Worked on Board class, where I have constructed the mappings between intersections and tiles and I have assembled its components.

Ojoc Georgiana-Diana

- Wrote Manager.json and User.json, which contain the format of the requests and responses we use with Connectivity, after discussing with my teammates
- Put the game on Heroku with Ilaș Silviu
- Configured the sending of the board and ports to Connectivity.
- Adapted the Board configuration to be usable
- Adapted Developments to be usable
- Created a Bank class, which uses the Factory design pattern to create cards, developments and properties
- Revised what my teammates did so that the application works

Pop-Răzbuș Cristian

- Implemented Tile Graph

Rusu Cristi-Constantin

- Written the Game Descriptions for the 3 game modes (expansions)
- Worked on the TurnFlow automaton (with Ilaș Silviu and Corjuc Vlad)
- Worked of the Trade component (with Corjuc Vlad)