

## **RESPONSIBILITIES**

### **Phase 5**

- Ensure Skeleton Classes are complete
- **Create a software test plan**
  - Document proposed test cases
  - Plan out project test suite
  - Begin coding jUnit tests (**have at least one or more of a basic test using jUnit ready by due date**)
- Begin planning and creating prototypes
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- Deliverables:
  - Project Status Report
  - Individual Git Log
  - Link to GitHub Repo
  - Names of team members

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## **ROLES**

**Ivan** - Front End / GUI / UI work / simulated objects / general code editing // overall project management (making sure deadlines are being hit, updating the roadmap & schedule)

**Avin** - Classes / Objects (making sure all the object content is correct) / assistant project manager (helping make sure the schedule and roadmap is correct and feasible) / Requirements document

**Yu** - Database / assistance with front end and back end -> all-around code management

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## **Original Document:**

### **Roles and Responsibilities**

JianTing Tan – create the basic objects of the Card and Deck. Implements methods associated to them.

Zhenwen Wang – create the basic objects of the Player and Playersize (gamesize). Implements method associated to the classes.

Isabell Ampon – create the basic Money objects. Implements method associated with the class.

All – Work together to implement the authentication, rules, and interactions of the game.