**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
* Deliverables:
  + Project Status Report
  + Individual Git Log
  + Link to GitHub Repo
  + Names of team members

**Phase 5 Roles:**

* + **Yew:** 
    - Check class UML document: does it make sense? Update if necessary. Complete by end of day Thursday.
  + **Avin:**
    - Check Requirements document: is it complete? Update if necessary. Complete by end of day Thursday.
    - updated player.java
  + **Ivan:** 
    - Start a jUnit testing doc: complete rough version by Thursday end of day; get feedback
    - update gantt chart with - jUnit tests, jUnit docs, jUnit test suite class
    - update roles doc
* **For grabs:**
* Ensure Skeleton Classes are complete [rough draft is OK]]
* Build Test Suite [rough version, just a starter].
  + Test that all constructors are not null.
  + Test all other available functions work as intended.
  + Come up with test cases which could break the program.
* Begin planning & creating prototypes
  + Offline GUI or Command line version of the game

**GENERAL 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**

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

**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.