Christopher Murray, Kevin Vece, Juan Reyes CSCE 315-501 Group F

Project 2: Work Load Distribution

Kevin Vece: 33%

- Server implementation in python
- Communication between server and game client

Juan Reyes: 33%

- Initial game board and game rule implementation
- GUI implementation

Christopher Murray: 33%

- Al move selection algorithm
- Undo functionality
- Redo functionality