Project Contributions by Each Member

Assignment	Project Process	Requirements Specification	Project Design	Project Iteration 1	Project Iteration 2	Project Test Report	Project Retrospective
Karl Dylan Baes	Create the google docs, added notes and meeting information with other communication and exceptional case	Created and finished requirements spreadsheets; making 30+ requirements for the interface and system requirements	Modified the UML Class diagram and added new classes according to template codes in GitHub. Modified and added requirements specifications in the spreadsheet	Implemented and modified the overall project, including all classes as well as the HTML and CSS files. Added new svg files for the cards. Implemented how cards are chosen, how a winner is chosen, and the event-based turn mechanism	Implemented and modified overall project: added functionality to support more than 2 players, to be able to play multiple games, front-end aspects, etc.		
Joseph Shadrick	Minor edit and added the important information on communication sheet	Minor contribution to requirements sheet. Created use case diagrams. Created interface diagram for the drawing round.	Reused previous submission, working on UML class diagram	Made fold button remove players, made the buttons only show for the player whose turn it is, made display for the current round, added notification for the winner	Added timer and extended betting functionality. Changed winner output. Fixed two bugs.		
Samrat Baral	Edited the google docs with tabular format for contribution, added medium of communication.	Created interface diagrams 1-4	Created an activity diagram to illustrate how the poker game software works.working on UML class diagram	Attempt to implement the end game function.Added Password, Log-in and more Event class	Add a document for the test case for all requirements.		

Shaina Ayer	Minor edit and added the important information on communication sheet		Create and sketch the ideas into the paper and just keep all previous submission into one file	Attempt to implement a timer function for each game play.	None		
Notes	The work was really a template used from the professor and edited and made our own format.	Most work was decided upon at the beginning of the project, and each member just added onto each other's parts accordingly based on what they saw fit, which satisfies our group process	The project process was developed and management also added the UML diagram, class diagram and activity diagram in the submission. Most work was decided upon at the beginning of the project, and each member just added onto each other's parts accordingly based on what they saw fit, which satisfies our group process	The project process is going to become the main page of the software with major function and management.			