

Eddie Kochman

Headed the Frontend and populating the tables from the databases. Made all the menus navigational and optimized the SQL queries. Got the database to populate and get it transferable. Made all the CSS files and extra quality of life features. Included a random name generator, tables for chat and console log to show between users. Optimized the queries to lessen the amount of time the database had to be accessed. Aspects added: tables to see and access the database via the html, have the login and register smoothly transition to each other, added a window to show the wallet that updated as the draft occurred, made the chat rooms and console windows that showed information between users.

Ethan Chen

Handled most of the UserController and Javascript JQueryes that communicated between the Javascript and the Java files. Devised a way to draft without and populate between the html pages without having to access the SQL database for each access. Created the function to finalize the draft. Debugged many of the jquerys and certain functions within the usercontroller. Dealt with closing holes within the logic, testing the code for errors and loopholes. Created a draft function that would be independent from the database, and would save the choice in the server, made the draft be finalized and made sure that players would not be able redraft, created the draft logic/jquery. Completed the login register functions.

Jacob Curley

Achieve the most debugging amongst the group, discovered how to properly use the Websocket and the chat capabilities. Has in charge of connecting users with other users and make them able to communicate and be controlled by each other. Debugged most/all of the backend bugs. Communications between users included making sure the turns were moderated by the server, chat rooms specific to leagues, made sure the draft updated across the entire league. Practically fixed all major bugs, and got the ec-2 to work.