**RESPONSIBILITIES**

**Final Phase Due by END OF DAY (MONDAY 5/11/20)**

* **Presentation May 12th 5:30-7:30 over Zoom**
* Each team has 10 minutes to present their final project.
* Every member must participate.
* Presentations must include the following:
  + Team and project introduction.
    - Ivan
  + Explain the design of the project.
    - Ivan / Yew
  + Discuss requirements, classes, and interactions.
    - Avin - Requirements segment -- show + explain your docs
    - Yew - Classes / Interactions
    - Ivan - Interactions
  + Show and discuss your software testing plan.
    - Ivan - Testing Plan Doc
    - Yew - Actual testing
  + Demo your project.
    - Ivan / Yew - Share screen, demo the project
* **Each team member will submit the following deliverables:**
* Each team member should submit your own unique project status report.
  + who did you work with, how did it go, where did you grow, ‘couple paragraphs’
* Submit all of your git logs.
* Provide screenshots of your code in operation.
  + Screenshots - put them in a document and annotate what exactly the code is doing
* Provide screenshots of test suite runs.
* Provide all project documents.
* Provide all source code.
* Provide all testing code.
* Provide COMPILED JAVA CODE.
* Zip all of your submission documents into a single zip file.
* **In the BlackBoard submission comment field include:**
* Give the names of all members of your team.
* Provide the link to your current project GitHub repo.
* **Missing files will result in a score penalty.**

**Phase 6 Roles:**

* + **To Do:**
    - Update GUI with gameplay methods
    - Update jUnit testing
  + **Yew:** 
    - instantiate working code for game rules
      * add methods to play GUI version of the game
      * (1.) make sure it is working for one player vs CPU Dealer in the GUI, then 2.) add functionality for multiple players vs CPU Dealer)
    - database management
    - connectivity btwn GUI / DB / Website
  + **Avin:**
    - ensure that Yew’s game method code is accurate to the requirements of the BlackJack game
    - update jUnit testing
  + **Ivan:** 
    - website for registration
      * basic version done as of 4/30/20
      * basic mySQL database connection established to website 4/30/20
    - powerpoint for final presentation
    - add card images to GUI

**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**