## RESPONSIBILITIES
**Phase 2(By 2/21/20):**

        **Necessary**:
- **Gantt Chart** for scheduling (Ivan)
    - Complete up to this point
- **Finalize UML** (All)
    - Digital UML:
      https://online.visual-paradigm.com/drive/?fbclid=IwAR3_vzV_Q6ZC4y2qCRVdNhB1jcoPmSArG8Ug3SuYrpGdXJs2HzvQkdi3uP8#diagramlist:proj=0&new
    - Finalize UML; make sure it's in line with the project requirements and it is complete.
- **Project Requirements Document** (Avin)
    - Use IEEE template and categorize requirements
- **Roles + Responsibilities Document** (Ivan)
    - Done
- Other:
    - think about server side connection to JAVA/MySQL classes
    - connect to web site

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## ROLES
**Ivan** - **Front End / GUI / UI work / simulated objects** (video game names, details, pricing, etc) / **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**

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