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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)

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