For this assignment, our group decided to split the implementation into three main parts:

1. Set up P2P Game Logic / Implement no-turn game logic

2. Set up the lamport clock

3. Implement broadcast algorithm

Here's the breakdown of the contribution of our team members:

Task tracker

👤 Assignee	Implementation Task	Part	⊖ Status
Stanley Chow	Gameroom.java	Protocol Diagram Implement no-turn game logic	Completed ▾ Bug ▾
Khanh Le	Client.java Multiplayer.java Gameroom.java Lamport.java	Implement Broadcast algorithm Set up P2P Game Logic	Completed ▾
Iyan Velji	Lamport.java	Set up lamport clock Implement Broadcast algorithm	Completed ▾