## Design Teams

The project is divided into 3 main subsystems:

| **Subsystem** | **Responsible Party** |
| --- | --- |
| Map Progress Sub-System | * Gladwin * Hua Jie |
| Card Interaction Sub-System | * Rainer * He Ang |
| Tile Type Checking Sub-System | * He Ang * Gladwin |
| Gameplay Documentation Sub-System | * Josh * Hua Jie |