1) Team Hours: 4.5 hrs.

2) Features Implemented:

- Khalil van Alphen:
A player can press a button to end their turn
GIVEN a player is in game and tournament
AND their display is the highest via game rules
THEN allow that player to press an "End Turn" button to pass the turn order

A player can press a button to withdraw
GIVEN a player is in game and tournament
AND their display is not the highest (as of this turn) via game rules
THEN allow that player to press a "Withdraw" button to pass the turn and withdraw from the tournament

A player can see tokens displayed on their screen
GIVEN a player is in a game
AND that player has a number of tokens
THEN display those tokens above their name

A user sees a (prototype) lobby screen before entering the game
GIVEN a user starts a client
THEN show the lobby gui
AND hide the game view

A user sees the game view when it starts
GIVEN a number of players are in a lobby
WHEN the game starts
THEN hide the lobby view
AND show the game view

Other tasks for the gui
        -refactored static assets
        -discussed, tested, defined colours
        -developed prompt pattern for gui compatibility
        -created swing classes for display views and console views

- Matthew Pepers:
- Refactored valid command code
        - used Chain-of-Responsibility Design Pattern

- called prompt method to prompt user for action card options
        - used Command Pattern

Player can play an Unhorse card

GIVEN it is the player's turn

AND they have the Unhorse card in their hand

AND it the tournament colour is purple

WHEN they play the Unhorse card and announce a colour (red, blue, or yellow)

THEN the tournament colour is changed to the colour the player announced

Player can play a Change Weapon card

GIVEN it is the player's turn

AND the player has a Change Weapon card in their hand

AND the tournament colour is Red, Blue, or Yellow

WHEN the player plays the Change Weapon card and announces a colour (Red, Blue, or Yellow)

THEN the tournament colour is changed to the colour the player announced

Player can play a Break Lance card

GIVEN it is the player's turn

AND they have a Break Lance card in their hand

WHEN they play the Break Lance card and announce an opponent to use it on

THEN that opponent must discard all Purple cards from their Display

Player can play a Riposte card

GIVEN it is the player's turn

AND the player has a Riposte card in their hand

WHEN the player plays the Riposte card and announces a target opponent

THEN the player takes the last card on the opponent's Display and adds it to the player's Display

Player can play a Dodge card

GIVEN it is the player's turn

AND the player has a Dodge card in their hand

WHEN the player plays the Dodge card and announces a target opponent

THEN the player discards any one card from that opponent's Display

Player can play a Retreat card

GIVEN it is the player's turn

AND they have a Retreat card in their hand

WHEN the they play the Retreat card

THEN they can take any one card from their Display and put it back in their hand

Player can play a Knock Down card

GIVEN it is the player's turn

AND they have a Knock Down card in their hand

WHEN they play the Knock Down card and announce a target opponent

THEN they take one random card from that opponent's hand and add it to their hand

AND they do not show which card it was to the other opponents

3) Hours spent (excluding hours in common):
      - Khalil van Alphen: 8hrs.
      - Matthew Pepers: 8hrs.

4) : We did about the same amount of work.