CONTRIBUTIONS TO THE PROJECT - GROUP 16
Members of the group: Lina Sophie Schneider, Iga Skorupska, Roy Legziel, Elliot Doe, Mihai Tudor

>Lina Sophie Schneider
• Layout of the menu
• Transition from menu to game screen etc.
• Reading input from the user
• Design of the GUI
>Iga Skorupska
• Hint functions
• Circular representation of the graph
• Presentation
• 1st version of random connections (adjacency matrix etc.)
>Roy Legziel
• Reading graph from a file
• Hint functions
• Drag & Drop
• Edges between connected vertices
• Logic in general
• Timer
• Improving the algorithm of finding the chromatic numbers
>Elliot Doe
• Game mode 3
• functionality of game modes
• MenuItemArray
• Laying foundation for the game
• Changes in design
• Adjacency Matrix maker
>Mihai Tudor
• Timer
• ColorArray
• Video for the presentation