Team 17  
Tyler Babin  
Ryan Bottema  
Brandon Schurman

Checkpoint 4

Week of February 16

Tyler Babin – 1 hour on implementing a component in the GUI to represent dice.

Ryan Bottema –

Brandon Schurman –

Week of February 23

Tyler Babin – 2 hours on modifying the cup to work in general game cases. Added file I/O for initializing the cup at the start of a game.

Ryan Bottema –

Brandon Schurman –

Week of March 2

Goals

Tyler Babin – Add the random events, special income, and magic event pieces

Ryan Bottema –

Brandon Schurman –