

## **CS3099 Personal Report - sjs31**

### **Contribution**

For this submission I created the pub-sub system and game integration for the asynchronous gameplay. The game saving and loading feature was completed by another group member, who did not have time to finish this.

I also developed the logic for all games, including bridge. This includes the bidding system, dummy players, and the complicated scoring.

Beyond code, I was the super-group representative for our group for this semester, and contributed time and code specific to this role.

### **Special Circumstances**

Covid-19 caused many problems for our group, including time zone differences, the inability to meet up in person, and one government-issued shielding order.