

### **In the next iteration, the group plans to:**

- Identify all primary and supporting users, and their goals.
- Analyze the poorly written, if any, "Set Up a Game" and "Take a Turn" use cases, for each producing:
  - o Full use case descriptions
  - o Sequence diagrams
  - o Class diagram
  - o Domain model
- Create a minor release of the application which would rely on use case description and sequence diagram.
- Shahzad Shafiq and Jinesh Piyush Modi would be responsible for sequence diagram.
- Ayelo yacim and kalachi Charles-Beke would be working on the use case description.
- And whole team would work together on logical architecture diagram.
- Two use case we will be modelling:
  1. Choose player settings: players will be able to choose the number of computer bots playing and their difficulty level.
  2. Choose display options: user will decide the suitable colour vision for their display.

### **Participation log for iteration 1:**

**Shafiq, Shahzad:** UI Sketches, Brief Use Case Descriptions, Fully dressed use case description.

**Charles-Beke, Kelachi:** Plan for the next iteration, Domain Model.

**Yacim, Ayelo:** Vision Document, Data Dictionary and List of Actors and their Goals.