

**Plan for next Iteration:**

- Complete Gameplay on simple and complex board.
- Make Computer AI (Easy and Hard).
- Allow user to save and load the game.
- To explain how our design accounts for possible future networking of the game.
- explaining the use of patterns in our design.

**Participation log for iteration 3:**

**Shafiq, Shahzad:** Minor app release, iteration plan

**Charles-Beke, Kelachi:** New Use case Description and New Sequence Diagram.

**Yacim, Ayelo:** New Use case Description and New Sequence Diagram.

**Modi, Jinesh Piyush:** Logical Architecture Diagram.