DATE	ACTIVITY	COMMENT
7th March 2022	Changed the two use cases	After the discussion with everyone the two previous use cases that were written in Iteration 3 plan were changed to new use cases *(Reason is given below)
8th March 2022	Place King Meeple Use Case	Kanika provided the place king meeple use case.
8th March 2022	Place Starting Tile Use Case and Sequence Diagram	Keirstenm provided the Place Starting Tile Use Case and Sequence Diagram.
10th March 2022	Game Screen GUI	Apurva provided the revised version of the Game Screen GUI.
10th March 2022	Game Screen GUI	Abhishek provided the revised version of the Game Screen GUI.
14th March 2022	Place a King Meeple GUI and Choose a Starting Tile GUI	Abhishek provided the Place a King Meeple GUI and Choose a Starting Tile GUI.
16th March 2022	Place a King Meeple GUI	Apurva provided the revised version of the Place a King Meeple GUI.
16th March 2022	Place a King Meeple GUI and Choose a Starting Tile GUI	Stephen provided the Place a King Meeple GUI and Choose a Starting Tile GUI
17th March 2002	Place King Meeple Use Case	Kanika provided the sequence diagram for Place King Meeple Use Case

Make a move use case was changed to Place Starting tile because we feel placing starting tile should be the first thing that needs to be done and is more appropriate to implement at this stage, so we decide to use Place Starting Tile as a use case.

Save and Exit use case was changed to Place King Meeple because we feel like Save and Exit is very huge functionality at this time to implement, so considering the time limit, we decide to make Place King Meeple as a use case.