| # | Activity | Member Responsible | Review On | Complete By | Depends on Task | Details |
|---|----------|--------------------|-----------|-------------|-----------------|---------|
| 1 | Revise "Set up a game" use case description | Bilal | -- | - | Feedback from Iteration 1 | Deemed unnecesariy based on feedback |
| 2 | Revise "Take a turn" use case description | Andrew | -- | - | Feedback from Iteration 1 | Deemed unnecesariy based on feedback |
| 3 | Revise Domain Model | Sahil | -- | -- | Feedback from Iteration 1 | Deemed unnecesariy based on feedback |
| 4 | Fully Dressed Use Case Description: Set up Players | Ayon | -- | Feb 25th | | |
| 5 | Fully Dressed Use Case Description: Change Display Settings | Bilal | -- | Feb 25th | | choosing from one of a set number of color pallettes |
| 6 | Overall Class Diagram | Sahil | Feb 8th (First Draft) | Feb 25th | | Work on it continuosly |
| 7 | Sequence Diagram: Set up Players | Ayon | Feb 22nd | Feb 25th | 4 | |
| 8 | Sequence Diagram: Change Display Settings | Bilal | Feb 22nd | Feb 25th | 5 | |
| 9 | Code - Game setup GUI | Ben | Feb 17th | Feb 25th | | |
| 10 | Code - Display board | Andrew | March 1st | Mar 3rd | | |
| 11 | Minor Release of Program | Everyone | March 1st | Mar 3rd | All previous tasks | To be expanded later |
| 12 | Plan for Iteration 3 | Everyone | March 3rd | Mar 3rd | Iteration 3 becoming available | |
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