Progress Log			Communications Log	
Date	Activity	Comment	Date	Comment
Feb 8 2022	Use Case Descriptions	Changed cases to model based on feedback from professor	Feb 8 2022	Met as a group to look at Sahil's first draft class diagram, revised some of the completion dates
Feb 8 2022	Class Diagram	First draft completed by Sahil	Feb 21 2022	Met virtually as a group to discuss project plans for midterm break
Feb 8 2022	Revising from Iteration 1	Deemed unnecesary	Feb 25 2022	Met virtually as a group to look at progress from the week
Feb 8 2022	All	due dates pushed back due to Midterms	Mar 1 2022	Met in person, revised/talked about Sequence Diagrams.
Feb 21 2022	All	all deadlines set to 25th of February	Mar 3 2022	Met in person and finalized the iteration/planned Iteration 3
Feb 21 2022	Minor Release GUI	Prototype demonstrated		
Feb 21 2022	Take a Turn Sequence Diagram/Board Display Code	It was decided that it would be more useful for Andrew to work on code for getting the game board to display, than make a sequence diagram for taking a turn (which isn't required for this iteration)		
Feb 25 2022	Use Case Descriptions, Sequence Diagrams, Class Diagrams	As a group we made some comments and various members were instructed to make changes before Mar 1.		
Mar 1 2022	Use Case Descriptions, Sequence Diagrams, Class Diagrams	Some minor changes were suggested for second drafts to be made before Mar 3.		
Mar 1 2022	Code - Game Setup GUI	Code demonstated and finished		
Mar 1 2022	Code - Display Board	Code finished		
Mar 3 2022	Use Case Descriptions, Sequence Diagrams, Class Diagrams	Final drafts were finished and approved by the group. Ready for submission.		
Mar 3 2022	All	Submitted All required documents to the Github folder		
			* Group Members agree	to respond to discord messages within 24 hours. Responses must be meaningful to questions asked.