

| # | Activity | Member Responsible | Review On | Complete By | Depends on Task | Details |
|------|--|----------------------------|-------------|-------------|---|--|
| 1 | Fully Dressed Use Case 1: "Place a Domino" | Andrew | Mar 8 | Mar 15 | | |
| 2 | Fully Dressed Use Case 2: "Select a Domino" | Sahil | Mar 8 | Mar 15 | | |
| 3 | Sequence Diagram 1: "Place a Domino" | Andrew | Mar 8 | Mar 15 | | |
| 4 | Sequence Diagram 2: "Select a Domino" | Sahil | Mar 8 | Mar 15 | | |
| 5 | Logical Architecture Diagram | Ayon | Mar 15 | Mar 16 | | |
| 6 | Minor Release | All | Mar 16 | Mar 17 | 6a, 6b | By the end of the iteration, the game should be mostly playable and mostly bug free. We may not implement the game result calculations in this iteration because that will be a large task, but the general flow of the game must be finished. |
| 6a | Minor Release - Game board GUI Design | Ben | Mar 15 | Mar 16 | | Subtask of 6 |
| 6b | Minor Release - Game logic | Andrew, Bilal, Ayon, Sahil | Mar 15 | Mar 16 | 6bi, 6bii | Subtask of 6 |
| 6bi | Minor Release - Game logic - Domino Placement | Andrew | Mar 15 | Mar 16 | | Subtask of 6b |
| 6bii | Minor Release - Game logic - Domino Selection | Bilal, Ayon, Sahil | Mar 15 | Mar 16 | | Subtask of 6b |
| 7 | Plan for Iteration 4 | All | Mar 16 | Mar 18 | Iteration 4 Description being available | |
| 8 | Revised "Set Up Players" Use Case/Sequence Diagram from iteration 2 | Ayon | When marked | Mar 18 | Iteration 2 marked | |
| 9 | Revised "Change Display Settings" Use Case/Sequence Diagram from iteration 2 | Bilal | When marked | Mar 18 | Iteration 2 marked | |