#	Activity	Member Responsible	Review On	Complete By	Depends on Task	Details
1	Revise "Set up a game" use case description	Bilal		Feb 10th	Feedback from Iteration 1	Completion date depends on when we get feedback
2	Revise "Take a turn" use case description	Andrew		Feb 10th	Feedback from Iteration 1	
3	Revise Domain Model	Sahil		Feb 10th	Feedback from Iteration 1	
4	Fully Dressed Use Case Description: Calculate Points for Kingdom	Ayon	Feb 17th	Feb 20th		
5	Fully Dressed Use Case Description: Check if a domino can be placed	Bilal	Feb 17th	Feb 20th		
6	Overall Class Diagram	Sahil	Feb 8th (First Draft)	March 4th		Work on it continuosly
7	Sequence Diagram: Calculate Points for Kingdom	Ayon	Feb 22nd	Feb 26th	4	
8	Sequence Diagram: Check if a domino can be placed	Bilal	Feb 22nd	Feb 26th	5	
10	Sequence Diagram: Take a Turn	Andrew	Feb 22nd	Feb 26th	2	Not required for iteration, but would help for minor release
11	Game setup GUI	Ben	Feb 17th	Feb 20th		
12	Minor Release of Program	Everyone	March 1st	March 4th	All previous tasks	To be expanded later
13	Plan for Iteration 3	Everyone	March 1st	March 4th	Iteration 3 becoming available	