

#	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/Bilal	Mar 8	Mar 15		
3	Sequence Diagram 1: "Place a Domino"	Andrew	Mar 11	Mar 15		
4	Sequence Diagram 2: "Select a Domino"	Sahil/Bilal	Mar 11	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	