| Task | Notes | Version One | Version Two | Name | Date | Actual Date |
|---|---|---|---|---|---|---|
| Revised: 2 Full use case descriptions | Only needs to be completed depending on grade | | | Kyle | Mar-13 | |
| Revised: 2 Sequence Diagrams | Only needs to be completed depending on grade | | | Kyle | Mar-13 | |
| 2 New Fully Dressed Use Case Descriptions | | Pause the game | Make a player | David | Mar-20 | |
| 2 New Sequence Diagrams | Match the 2 new use case descriptions, trace all paths | | | Jack | Mar-20 | |
| Logical Architecture Diagram | | | | David | Mar-20 | |
| 2nd Minor Release of your Application | Be able to load the game board | | | Saurav | Mar-20 | |
| Next Iteration Plan | | | | David | Mar-20 | |
| Iteration Due: March 20 | | | | | | |
| Meeting times: Thursdays at 10:30 | | | | | | |