Iteration 1:

Completed brief use cases descriptions for "Select difficulty" and "Save a game"
Completed UI prototype sketches for "Set Up a Game" and "Take a Turn"
Created Iteration Plan doc and Group Progress Doc

Iteration 2:

Completed 2 Sequence Diagrams "Choose Display Settings" and "Choose Player Settings"

Iteration 3:

Revised Sequence Diagrams for "Choose Display Settings" and "Choose Player Settings"
Completed Sequence Diagrams for "Load a Game" and "Move a Robot"
Created algorithm for computer to find path to goal