

Task	Notes	Group Member	Date Completed	
Minor release	Created simple board for game	Kyle Codner	March 9th	
Minor release	Created Player pieces for the game	Kyle Codner	March 10th	
Minor release	created piece movement(still doesnt detect collisions)	Kyle Codner	March 11th	
Minor release	implemented collision detection between robots and barriers	Kyle Codner	March 17th	
Minor release	Map that can be referenced to determine where walls or edge of the map are	David Martin	March 15th	
Fully Dressed Use Case	Move a robot	David Martin	March 20th	
Fully Dressed Use Case	Load a saved game	David Martin	March 20th	
Logical Architecture Diagram		David Martin	March 22nd	
Revised sequence diagrams		Jack Bishop	March 20th	
New sequence diagrams	Based on two new use cases	Jack Bishop	March 20th	
Minor release	Implemented saving the game	Saurav Anand	March 22nd	
Minor release	implemented load game function	Saurav Anand	March 22nd	