Date	Activity	Comment
Feb. 10th	Two New Use Cases	Brandon submitted the two new use cases for review
Feb. 10th	Week 1 Team Meeting	No issues with new use cases, Brandon and Faiyez confirmed their tasks for the upcoming week, Furqan volunteered to prototype some code for the Minor Release
Feb. 11th	Two New Use Cases	Brandon uploaded the two new use cases to the Iteration 2 subdirectory on GitHub
Feb. 11th	Data Directory	Brandon added "Player Settings" and "Display Options" to the Data Dictionary, and uploaded a copy to the Iteration 2 subdirectory
Feb. 15th	Sequence Diagram - Change Player Settings	Faiyez submitted the Sequence Diagram for review
Feb. 17th	Sequence Diagram - Change Display Options	Brandon submitted the Sequence Diagram for review
Feb. 17th	Week 2 Team Meeting	Brandon and Faiyez received feedback on Sequence Diagrams, Hamza and Furqan confirmed their tasks for the upcoming week, discussed some required classes for the Minor Release
Feb. 18th	Sequence Diagram - Change Display Options	Brandon uploaded the Sequence Diagram to the Iteration 2 subdirectory on GitHub
Feb. 18th	Sequence Diagram - Change Player Settings	Faiyez uploaded the Sequence Diagram to the Iteration 2 subdirectory on GitHub
Feb. 24th	Revise Use Case Descriptions	Furqan submited the Revised Use Case Descriptions for review
Feb. 24th	Revise Domain Model	Furqan submited the Revised Domain Model for review
Feb. 24th	Week 3 Team Meeting	Furqan received feedback on submitted material. No issues found.
Feb. 25th	Revise Use Case Descriptions	Furqan uploaded the Revised Use Case Descriptions to the Iteration 1 subdirectory on GitHub
Feb. 25th	Revise Domain Model	Furqan uploaded the Revised Domain Model to the Iteration 1 subdirectory on GitHub
Feb. 25th	Overall Class Diagram	Hamza submitted the Overall Class Diagram for review
Feb. 26th	Overall Class Diagram	Hamza uploaded the Overall Class Diagram to the Iteration 2 subdirectory on Github
Mar. 2nd	Minor Release	Brandon created and uploaded the programming environment for the Minor Release
Mar. 3rd	Minor Release	Faiyez uploaded the PlayerSettingsMenu class to the Minor Release on Github
Mar. 3rd	Week 4 Team Meeting	Remaining classes to be implemented were discussed and members volunteered to create them; Iteration 3 plan was created
Mar. 4th	Minor Release	Furqan added the GameGrid class to the Minor Release on Github
Mar. 4th	Minor Release	Faiyez started to implement the color chooser into the PlayerOptionsMenu
Mar. 4th	Minor Release	Brandon uploaded the Player class to the Minor Release on Github
Mar. 4th	Minor Release	Brandon uploaded the .jar and .java files for the Minor Release to the Iteration 2 subdirectory on Github
Mar. 4th	Communication Log	Brandon uploaded the Communication Log to the Iteration 2 subdirectory on Github
Mar. 4th	Progress Log	Brandon uploaded the Progress Log to the Iteration 2 subdirectory on Github