

#	Activity	Member(s) Responsible	Review on	Complete by	Depends on Task(s)
1	New Fully Dressed Use Case Description 1 (Change Player Settings)	Brandon Cuza	10/02/22	11/02/22	/
2	New Fully Dressed Use Case Description 2 (Change Display Options)	Brandon Cuza	10/02/22	11/02/22	/
3	New Sequence Diagram 1 (Change Player Settings)	S M Faiyez Noor	17/02/22	18/03/22	1
4	New Sequence Diagram 2 (Change Display Options)	Brandon Cuza	17/02/22	18/03/22	2
5	New Overall Class Diagram	Hamza Shbat	24/02/22	25/03/22	3, 4
6	Minor Release of Application	ALL	03/03/22	04/03/22	5
7	New Plan for Iteration 3	Manarsh Nowbut	03/03/22	04/03/22	/
8	Revise Use Case Descriptions	Furqan Khan	24/02/22	25/03/22	await feedback
9	Revise Domain Model	Furqan Khan	24/02/22	25/03/22	await feedback
10	Week 1 Review	ALL	10/02/22	/	/
11	Week 2 Review	ALL	17/02/22	/	/
12	Week 3 Review	ALL	24/02/22	/	/
13	Week 4 Review	ALL	03/03/22	/	/

The Minor Release will have, at minimum, the “Set Up a Game”, “Take a Turn”, “Change Player Settings”, and “Change Display Options” use cases implemented. It should also have the basics of a user interface implemented as per the UI Prototype, and classes implemented as per the Overall Class Diagram.

The two new use cases to be written have been changed from “End the Game” and “Quit the Current Game” in response to feedback from Mark Hatcher.