Resources:
1. CSE248 Final Project Owlz – A NightLife Application.pdf: Final Project Description
2. AgileInaNutshell.com: Information on Agile Software Development
3. Geri Schneider "Applying Use Case" Chapter 7: 0670_Schneider_Ch07.pdf
4. Other readings by Schneider on the topic: (a) 0670_Schneider_Ch01.pdf (b) m_chapter4_jr.pdf

T0-DO-LIST by next Thursday:
1. Form a group of up to four students
2. Read Schneider Chapter 7 carefully.
3. Analyze the Night Club project description
4. Complete the Story-List for the Night Club App
5. Assign points to each story based on difficulty level
6. Prioritize the tasks as much as you can
7. Complete the first iteration
8. Provide me with the Burndown Chart