Iteration 4 Plan

By our 4th and final release, we intend to have implemented all functions yet to be implemented in our 3rd minor release. These include, but are not limited to: Alternating player turns, AI opponents with differing strategies, and point/game winner calculation. We have agreed to meet in person at least once per week to discuss and code together, as well as to keep regular communications in a Messenger Group chat (each member will try their best to respond to any inquiries within 24 hours). The following is our current rough plan for the division of work:

#	Activity	Member(s) Responsible	Review On	Complete By	Depends On
1	Network Explanation	Jarod	Nov. 18th	Nov 21st	/
2	Pattern Explanation	Anik	Nov. 18th	Nov 21st	/
3	Unit Tests	Yee, Jeremy	Nov. 18th	Nov 21st	Final Release
4	Final Release	All members	Nov. 14th	Nov. 18th	/

As the final release will be worked on in pieces by potentially all members of the group, progress logs will feature a more detailed breakdown of who is responsible for which implementations and updates.