

## Communication Log

March 24<sup>th</sup> we had a meeting discussing our plan for iteration 4. We planned on implementing legal move, polish the ui, and load/save game. We agreed to meet again after our other major deadlines for other classes were over.

April 2<sup>nd</sup> we had the meeting with Mark and talked about our current status, we discussed what we needed to work on. We talked after the meeting with mark and decided who will work on what part.

April 4<sup>th</sup> we had a quick talk about the progress we made and concluded that we will be done by tomorrow.

April 5<sup>th</sup> we finished everything and troubleshooted the game and finished all the last polished and tweaks and documents.