

PROGRESS LOG

<u>DATE</u>	<u>ACTIVITY</u>	<u>COMMENTS</u>
14 Feb 2022	"Choose display options" Use case	New Use case submitted by Drew.
15 Feb 2022	"Choose player settings" Use case	New Use Case Submitted by Namandeep.
15 Feb 2022	Revised use case and domain model	Revised use cases first cuts submitted by Pratham and Sameer for group review. Domain model not revised as it was highly graded.
20 Feb 2022	"Choose display options" Sequence Diagram	"Choose display options" Sequence Diagram submitted by Sameer
21 Feb 2022	"Choose player Settings" Sequence diagram	"Choose player Settings" Sequence Diagram submitted by Pratham
22 Feb 2022	Overall class Diagram	"Overall class diagram" submitted by Jasjeet
27 Feb 2022	Minor release	Initial classes for minor release uploaded to github by Drew.
04 Mar 2022	Minor release	Minor release completed with contributions from Drew, Pratham, Sameer and Namandeep.
08 Mar 2022	2nd Minor release	Drew making steady progress on the game board GUI
11 Mar 2022	"Choosing next round tiles" Use case	Naman presented the use case for review.
11 Mar 2022	"Rotating and placing a tile" Use case	Pratham presented the use case for review.
14 Mar 2022	"Selecting next round tiles" Sequence diagram	"Selecting next round tiles" Sequence diagram presented by Drew for review and submission.

[illegible]