**Back logs:**

Requirements:

8/1

Find out which programming language we want to use for the project and GUI

Create meeting logs and divide up the work into different groups

Meet as a team and discuss the plans

8/2

Meet as a team and discuss the progress

Assign a team leader

Each member come up with 15 FR

Team leader assembles 4 FR documents in 2 documents

8/3

Team leader assembles 2 FR documents into final one document

Create the class diagram

Modification and enhancements to UVSim simulator

Testing of the UVSim simulator

Meet as a team and discuss the final revisions

Each deliverable is completed and getting feedback from other team members

Final checks and reviews

Final Milestone submission

**Sprints:**

Requirements:

Need to complete all the deliverables and enhance the UVSim Project to simulate machine language. Also, we need to comply with user requirements to complete on time.

Analysis:

We need to decide which language will be best and all team member will be comfortable with. So, we deiced to go with C# language because it is easier to write GUI in it. Also, we need to plan the time to complete the project

Design:

We need to come up with most user-friendly design for our code. That is why we used class diagrams and UML design.

Evolution:

We need to keep track of the evolution of the project each day and have the previous examples of project for backup plan

Delivery:

Making sure that user can understand the project and its directions given with the project. Also, finishing up the project on time.