**4-to-Connect Project**

**3.1 Presentation Slides**

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**3. Project Design Review Presentation**

**3.2 Presentation Notes**

**4.1**

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**4. GUI Class**

**4.2**

**6.1 Board - Member Assigned to Task**

Create a window that shows the board and the positions of the stones on the

Board.

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**6. Board Class**

**6.2 Stones - Member Assigned to Task**

Game is able to show the stones on the board.

**5.1 Board - Member Assigned to Task**

Create a window that shows the board and the positions of the stones on the

Board.

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**5. Player Class**

**5.2 Stones - Member Assigned to Task**

Game is able to show the stones on the board.

**5.3 Game Roles - Member Assigned to Task**

A position in the board can be empty or filled, if the postion is empty no position above it can be filled.

**1.1 Case Diagram - Member Assigned to Task**

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**2. UML Diagrams**

**1.2 Class Diagram - Member Assigned to Task**

**1.2.1 Goal**

**1.2.2 Stakeholders**

**1.2.3 Requirements**

**1.2.4 Deliverables**

**1.2.5 Scope**

**1.2.6 Milestones**

**1.2.7 Risks**

**1.2.8 Means of Communication**

**1.1 Template**

The outline of the assignment.

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**1. Project Plan**

**1.2 Project Details**

The filled in sections of the template

**10.1 README Template**

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**10. README**

**10.2 README Details**

**11.1 Presentation Slides**

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**11. Final Presentation**

**11.2 Presentation Notes**

**9.1 External Documentation**

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**9. Documentation**

**9.2 Internal Documentation**

**8.1 Test Cases**

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**8. Test File**

**7.3 End Screen**

**7.1 Start Screen**

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**7. View Class**

**7.2 Playing Screen**

**1.4 Final Plan**

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**1.4.1 Plan Concatenation**

**1.4.2 Submission**

**1.3 Work Breakdown Structure**

**1.3.1 Template**

**1.3.2 Deliverables**