

Iteration 4 Plan

Iteration 4 will consist of our group working on the next phase of development of Blockus we will review the previous iteration's problems and success and work towards improving them along with completing the assigned goals for this iteration which include

- A page (at most) explaining how your design accounts for - or would need to be adjusted for - possible future networking of the game
- A page (at most) explaining the use of patterns in your design, or where you would use patterns if you had more time
- Unit Tests for 5 key domain classes,
- Final Release of your application.

Each of these items will be completed in the **time frame discussed below** and we plan on completing the entire project within this iteration!

#	Activity	member(s) responsible	review on	Complete by	depends on task
1	Design account for networking(Page)	Nicholas	Mon Nov 18	Fri Nov 15 (tentative)	
2	Use of patterns in design/could use(Page)	Danny	Mon Nov 18	Fri Nov 15 (tentative)	
3	Unit tests for 5 domain class	Shijunyi	Wed Nov 20	Tue Nov 19	
4	Final Release	Andrew Joy	Sat Nov 2	Mon Nov 18	
5	Week 1 review	ALL		Wed Nov 13 (Tentative)	
6	Week 2 review	ALL		Mon Nov 18(Tentative)	