Arya:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Date** | **Monday** | **Tuesday** | **Wednesday** | **Thursday** | **Friday** | **Saturday** | **Sunday** |
| **31s Oct** | First group meeting |  | Second meeting, gone through the documentation of project |  |  |  |  |
| **7th Nov** |  | Worked on use cases for winning condition | Group meeting  Gone through use cases & CRC cards |  |  |  |  |
| **14th Nov** | Group meeting (Sprint 2)  Continued work on CRC cards |  | Group meeting  Discussed on System architecture |  |  |  |  |
| **21st Nov** | Group meeting  (Sprint 3) |  | Worked with Selin on template: Login, Menu & Score table section | Completed template in Score table section | Worked on documenting the system architecture |  | Completed System architecture document |
| **28th Nov** | Group meeting  (Sprint 4)  Checked the documents with team members  Customer meeting |  | Group meeting |  | Discussed with Selin on login registration functionality. | Worked on login functionality- Done the Sql query to database in login & registration section. | Continued work on login & Register on client side. |
| **5th Dec** | (Sprint 5)  Checked the login & register functionality with Selin & Mattsi.  Discussed the modification to template.  Customer Meeting | Worked on new template changes.  Completed  Login/Registration,  Lobby & Score table  Template section | Group meeting  Shown the new template and started work on How to play section & result Screen | Completed new templates work |  |  | Worked with Tassos on Player Movement  Service. |
| **12th Dec** | (Sprint 6)  Group meeting  Discussed the task need to complete  Customer meeting | Completed the content of user guide.  Updated documentation  Worked on new tutorial section.  (Change in game screen) | Team meeting  Checked the documents with team members.  Added new screenshots on the user guide & modification on How to play section in template. | Worked on use case description and documenting source code |  |  |  |