Iteration 3 Plan

Iteration 3 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

- Revised Versions of the previously submitted 2 Full Use Case Descriptions
- Revised Versions of the previously submitted 2 Sequence Diagrams
- 2 New Fully Dressed Use Case Descriptions
- 2 New Sequence Diagrams: to match the 2 new use case descriptions, trace all paths
- Logical Architecture Diagram
- 2nd Minor Release of your Application
- Plan for the next iteration

Each of these items will be completed in the **time frame discussed below** and we plan on completing the 2 New Fully Dressed Use Case Diagrams using our previously brief diagram of **Rotate/Flip a Block** and a new diagram of **Change turn** as well we will implement these 2 use cases into the minor release of our application. We also will be completing most of the "bone" structure of the program which will include the menus and the use case #1 which was start a game. A lot of functions programmed in this use case will also be inside the take a turn use case so this will put us in a good place to complete that use case in Iteration 4 or this iteration if time permits.

#	Activity	member(s) responsible	review on	Complete by	depends on task
1	Fix Old use cases	Shijunyi	Tues Nov 5 (All)	Mon Nov 4 (tentative)	
2	Fix sequence diagrams	Shijunyi	Tues Nov 5 (All)	Mon Nov 4 (tentative)	
3	Use case #1(Rotate/Flip)	Joy	Sat Nov 2 (Andrew)	Fri Nov 1	
4	Use case #2(Change Turn)	Danny	Sat Nov 2 (Nicholas)	Fri Nov 1	
3.1	Sequence #1	Joy	Sat Nov 2 (Andrew)	Fri Nov 1	
4.1	Sequence #2	Danny	Sat Nov 2 (Nicholas)	Fri Nov 1	
7	Logic Architecture Diagram	Shijunyi	Wed Nov 6 (All)	Mon Nov 4 (tentative)	
3.2	Use Case #1 Code	Joy	Wed Nov 6 (Andrew)	Tues Nov 5	3,3.1,8
4.2	Use Case #2 Code	Danny	Wed Nov 6 (Nicholas)	Tues Nov 5	3,4.1,8
8	Second Minor Release(Code Use cases depend on)	Andrew Nicholas	Mon Nov 4 (Danny, Joy)	Sun Nov 3	
8.1	Second MInor release	Andrew Nicholas	Wed Nov 6 (All)	Tues Nov 5	3.2,4.2
9	Next iteration PLan	All	Wed Nov 6 (All)	Mon Nov 4	
10					
11	Week 1 review	ALL		Wed Oct 30	
	Week 2	ALL		Mon Nov 4	