

## Communication Log

Date	Comment
5th March 2025	Began planning and task allocation for this iteration in a group meeting. Reviewed feedback from Iteration 2 to determine areas of improvement.
6th March, 2025	Finalized selection of new use cases in the group chat. Discussed initial structure for sequence diagrams based on the use cases.
8th March, 2025	All of us met to discuss the game and computer level difficulty , and how much we need to code for the iteration. Also distributed some coding tasks amongst everyone.
15th March, 2025	Conducted a check-in meeting to review coding progress. Abul and Rayan shared updates, and the team discussed solutions to minor roadblocks.
19th March, 2025	Met to review final drafts of documents and coding work. Discussed and planned tasks for Iteration 4.