**Reports Iter 2**

**General** (all figures needs captions) **Arda**

**Analysis Report**

**2.10 Game Rules İrem**

**3. Functional Requirements** **Furkan**

**3.1 Functional Additional Requirements** (new)  **Furkan**

**4.1 Nonfunctional Additional Requirements** (new) **Ece**

**5.1 Use-Case Model** **Arda**

**5.2.1 Sequence Diagrams** **Ömer**

**5.2.2 Activity Diagrams İrem ,Ece**

**5.2.3 State Diagram**  **İrem, Ece**

**5.3 Class Diagram** **Ömer**

**6. Improvement Summary** (new) **Furkan**

**Design Report**

**3.1 Application Control Subsystem** **İrem, Ece**

**3.2 Game Logic Subsystem** **Ömer, Arda**

**3.3.1 Application UI Subsystem** **İrem, Ece**

**3.3.2 Game UI Subsystem** **Ömer, Arda**

**4.3 Design Patterns**(new)  **Arda, İrem**

**5. Improvement Summary** (new) **Furkan**