

NEXT ITERATION

In the next iteration, the group plans to

- Revise our 2 newly submitted fully dressed use cases
- Revise our 2 newly submitted sequence diagrams
- Analyse the “rotation and flipping of blocks” and “disabling hints” use cases, and for each produce:
 - ❑ Full use case descriptions
 - ❑ Sequence diagrams
- Further implement code for game to include functionality for the 2 new cases in game design
- Design a Logical Architecture diagram for game
- Review game code to see what parts are still lacking and what can and should be changed to facilitate better game design.
- Divide remaining work between group members.