

### **Plan for Iteration 3**

The group plans on implementing the use cases Disable Display of Hints, and Resume a Game/Session to our pre-existing Blokus release. This will just be the GUI implementation until the board and pieces are implemented.

Matthew Churchill

- Plan for Next Iteration
- Fully Dressed Use Case (Disable Display of Hints)
- Sequence Diagram (Disable Display of Hints)

Allison McKinlay

- Revised Version of Fully Dressed Use Case (Selecting Number of Players)
- Revised Version of Sequence Diagram (Selecting Number of Players)
- Logical Architecture Diagram

Cristopher Yates

- Minor Release of Application covering Use Cases (Disable Display of Hints, and Resume a Game/Session)

James Hudson

- Revised Version of Fully Dressed Use Case (Choosing Difficulty)
- Revised Version of Sequence Diagram (Choosing Difficulty)

Rehnoma Hassan

- Fully Dressed Use Case (Resume a Game/Session)
- Sequence Diagram (Resume a Game/Session)

Deadline: November 5<sup>th</sup>, to be able to get it in and edited before the official deadline! All of them have the same due date because all of them are independent from each other.

### **Meetings**

Every Wednesday at 5pm, meeting up at the entrance of the Library, details of each meeting will be discussed a day or two before via Facebook Messenger!

### **Communication Agreement**

All group members agree to respond to Facebook Messenger messages within 24-36 hours, responses will be thorough and answer all questions asked.