Plan for Iteration 3

The group plans on implementing the use cases Toggling 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 (Toggle Display of Hints)
- Sequence Diagram (Toggle 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 5th, 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.