Team 10 Project 2 Week 10 Report

Participants: WeichenLu, ShenYuan, YihanBian

Meeting Date: 5.8

Project Leader: ShenYuan

# Summary

* Things finished since last meeting

ShenYuan: add a use cage diagram and take apart the class diagram and sequence diagram during on the propose of YihanBian

WeichenLu: NULL

YihanBian: draw a draft of GUI

* Questions prepared for the instructor team

If it need some tips. If needed, how to give? Total tips or one more step.

If two empty places are connected, can the item move straight?

Does it need some rating mechanism depending on the sum of steps?

How many origin places does the game need?

If it need a question when quitting during the game?

If it need save?

(still has the problems above)

# Action Items

Plan for the next week:

WeichenLu: still nothing

ShenYuan: add more details to requirement document and add details to the UML diagram to make it easier to understand. Improve the GUI with YihanBian

YihanBian: add details to GUI depending on the