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| # | **Activity** | **Member Responsible** | **Review on** | **Complete By** | **Depends on Task** |
| 1 | Page explaining possible future networking | Jagier | Sunday March 29 | Tuesday March  31 | / |
| 2 | Page explaining use of patterns | Tahsin | Sunday March 29 | Tuesday March 31 | / |
| 3 | Full Release | All | Tuesday March 31 | Wednesday April 1 | / |
| 4 | Week 1 Review | All | Sunday March 29 | / | / |

**Iteration 4 Plan**

**Progress Log**

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| **Date** | **Activity** | **Comment** |
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**Communication Log**

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| **Date** | **Comment** |
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**Individual Participation Logs**

|  |  |
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| **Name** | **Log** |
| Jorge Rivas Gonzalez | During iteration three I added many features to the minor release. |
| Elliot Barnes | During iteration three I added many features to the minor release. |
| Jagier Wilmott | During iteration three I created the sequence diagram for choosing colors for a board and helped with creation of the use case descriptions. |
| Mark Fowlow | During iteration two I created the fully dressed use case description for save a game and created the logical architecture diagram as well added small features to making a bid in the minor release. |
| Tahsin Prottoy | During iteration two I created the fully dressed use case description for choosing the color of the board and created the sequence diagram for saving a game. |