**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.