Activity	Member	Review on	Complete by	Depends on
Fully dressed	-	14/03/20	17/03/20	task
use case- change	ogociiakwa	14,03,20	17703720	
		11/00/00	47/00/00	
use case- select number of players	Jabulani	14/03/20	17/03/20	
Sequence diagram- change difficulty	Jabulani	17/03/20	19/03/20	1
Sequence diagram- select number of players	Ben	17/03/20	19/03/20	2
Logical architecture diagram	Francois	18/03/20	20/03/20	
Second minor release	Mohammad	18/03/20	20/03/20	*
Iteration 4 iteration plan	Jabulani	19/03/20	20/03/20	
Week 1 review	All		13/03/20	
Week 2 review	All		18/03/20	
Revised use cases from iteration 2	All		20/03/20	Feedback
Revised sequence diagrams from iteration 2	All		20/03/20	Feedback
	Fully dressed use case-change difficulty Fully dressed use case-select number of players Sequence diagram-change difficulty Sequence diagram-select number of players Logical architecture diagram Second minor release Iteration 4 iteration plan Week 1 review Week 2 review Revised use cases from iteration 2 Revised sequence diagrams from	Fully dressed use case-change difficulty  Fully dressed use case-select number of players  Sequence diagram-change difficulty  Sequence diagram-select number of players  Logical architecture diagram  Second Mohammad minor release  Iteration 4 iteration plan  Week 1 All review  Week 2 review  Revised use cases from iteration 2  Revised sequence diagrams from  In the sequence diagram select as a constant a	Fully dressed use case-change difficulty  Fully dressed use case-select number of players  Sequence diagram-change difficulty  Sequence diagram-select number of players  Logical architecture diagram  Second Mohammad 18/03/20  Mohammad 18/03/20  Iteration 4 iteration plan  Week 1 review  Week 2 review  Revised use cases from iteration 2  Revised sequence diagrams from  Iteration 4 Iteration 2  Revised sequence diagrams from	Fully dressed use case-change difficulty  Fully dressed use case-change difficulty  Fully dressed use case-select number of players  Sequence diagram-change difficulty  Sequence diagram-select number of players  Logical architecture diagram  Second Mohammad 18/03/20 20/03/20 architecture diagram  Second minor release  Ilteration 4 iteration plan  Week 1 All review  Week 2 All review  Revised use case-change difficulty  Revised sequence diagrams from  Iteration 2 Revised sequence diagrams from