Subsystems
Before Game:
-User Registration and Authentication
-Forming a game

Game:
-Player Turn Manager?
-Navigation
-Suggestion manager
-Accusation Manager
-End Game Manager

Work Items
- Information Domain Diagram
- User Registration and Authentication
    - Use case for player registers
    - Use case for player logs in
- Forming a game
    - Use case for user joins a game
    - Use case for user creates a game
    - Use case for user starts a game
    - Flow chart? If time allows
- Navigation system
    - Use case for player navigates the board
    - Use case for player with no vacant hallways or passageways
    - Use case for player choosing a passageway in room
    - Maybe decision table, if time allows
- Suggestion Manager Subsystem
    - Use case for player creates a suggestion
    - Use case for player disproves a suggestion
    - Use case for player is unable to disprove suggestion
    - Activity diagram
- Accusation Manager Subsystem
    - Use case for player makes correct accusation
    - Use case for player makes false accusation
    - Flowchart? If time allows?

Allocations
1. John
2. Tim
3. Mike

So should the subsystem be like what moves we make? Like, if the person makes a suggestion, person to left proves suggestion wrong, person to left shows card why it's wrong, player A then marks it down on their notepad that this is the wrong suggestion. That's like one "fn"? So I think our interface stuff is done. We did the HCI last time, which pretty much sums up how the game will "interface" with the user. I think all that's left is we should make a decision table for the game (as one diagram), and then another diagram like the ER or DFD, etc. Not sure which we want to choose. I think that's fine if they're high level though. Let's wait to see the lame drawing. Can't see it.

1. Identify subsystems
2. Information domain
3. Describe subsystems
   a. Stick figures
   b. Use case specifications

Information domain diagram
Simple use case specifications for subsystems
DFD, flowchart, or activity diagram for the game (navigation, suggestion, accusation subsystems)