

Plan for iteration 3

The requirement for iteration 3

- Revised Versions of the previously submitted 2 Full Use Case Descriptions
- Revised Versions of the previously submitted 2 Sequence Diagrams
- 2 New Fully Dressed Use Case Descriptions
- 2 New Sequence Diagrams: to match the 2 new use case descriptions, trace all paths
- Logical Architecture Diagram
- 2nd Minor Release of your Application: continue work on previous areas and at least cover the two new use cases' functionality. Don't forget there is only one more iteration after this. Again, check with me if unsure about suitability.
- Your Plan for the next iteration

Andrew : one of minor release

Fanyuan: revised 2 use case

2 new use case

Chris : one of minor release

Mahdi: revised 2 sequence diagrams

2 new sequence diagrams

Harsheshkumar: logical architecture diagram

In next iteration, we will choose another two use case

1. save and continue game : we want to design save and continue game part which allow player record their game and continue their game when they re-open it
2. take turn: this use case shows how system choose player playing the game and how player take turns (clockwise)