

## Iteration 3 Plan

Iteration 3 will consist of our group working on the next phase of development of Blockus we will review the previous iteration's problems and success and work towards improving them along with completing the assigned goals for this iteration which include

- 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
- Plan for the next iteration

Each of these items will be completed in the **time frame discussed below** and we plan on completing the 2 New Fully Dressed Use Case Diagrams using our previously brief diagram of **Rotate/Flip a Block** and a new diagram of **Change turn** as well we will implement these 2 use cases into the minor release of our application. We also will be completing most of the “bone” structure of the program which will include the menus and the use case #1 which was start a game. A lot of functions programmed in this use case will also be inside the take a turn use case so this will put us in a good place to complete that use case in Iteration 4 or this iteration if time permits.

	Time	Day of the week	Exceptions
Meeting	TBD	TBD	TBD

<b><u>Andrew Butt</u></b>			
Assigned	% of Grade	Completed by:	Level of Difficulty
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD

<b><u>Nicholas Wells</u></b>			
Assigned	% of Grade	Completed by:	Level of Difficulty
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD

<b><u>Weicai Zhao</u></b>			
Assigned	% of Grade	Completed by:	Level of Difficulty
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD

<u>Joy Kumar Roy</u>			
Assigned	% of Grade	Completed by:	Level of Difficulty
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD

<u>Shijunyi</u>			
Assigned	% of Grade	Completed by:	Level of Difficulty
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD
TBD	TBD	TBD	TBD