Game Logic Team Timeline:

Iteration 1 (Planning & Design)

- **Feb 22 – Mar 7:**
    - From the use cases written in Week 1, create a **Use Case Diagram** to show the interaction between the user (player) and the system (game logic).
    - **Deliverables**: Use case diagram (for three selected games initially), Class structure diagrams for each of the games selected.
    - **Responsibilities**: Team members should divide the task of defining game rules for different games.

Iteration 2 (Development & Integration)

- **P2:**
    - Team drafts and sign their **Accountability Contract.**
    - Submit the contract to the group Dropbox.
    - Team works collaboratively, following the agreed-upon roles and guidelines.
    - Regular check-ins help ensure **members meet their obligations.**
    - Evaluate each member's performance and complete **Individual Adjustment Sheet** and submit to group Dropbox.

- **Mar 8 – Mar 14:**
    - Task: Define the core game mechanics for each game (e.g., Chess, Connect Four, Checkers). Begin implementing basic game logic for at least 2-3 games, including turn-based mechanics and win conditions.
    - Core functionality for two games, unit tests for basic game features.
    - Responsibilities: Focus on coding the base mechanics of games (e.g., Chess piece movement, Connect Four win detection).
- **Mar 15 – Mar 21:**
    - Task: Integrate game logic with matchmaking system, ensuring smooth game flow and interaction.
    - Functional integration of game logic into the multiplayer platform, ensuring synchronization of game states between players.
    - Responsibilities: Test multiplayer capabilities, fix synchronization issues.

Iteration 3 (Testing & Finalization)

- **All TAs and your instructor needs to be added as Developers.**

- **Mar 22 – Mar 28:**
    - Task: Conduct intensive testing of all implemented games, especially multiplayer aspects (turn handling, game state synchronization, etc.).
    - Bug reports, game performance optimizations.

- o   Responsibilities: Team members should fix bugs, optimize code, and finalize the logic for all the games.
- **Mar 29 – April 4:**
  - o   Task: Final round of testing for game logic, ensuring smooth operation with multiple players.
  - o   Finalized game logic with all bugs fixed.
  - o   Responsibilities: Implement final adjustments based on feedback from other teams and test cases.

- **Deliverables**:
  - o   gitlab_link.txt
  - o   README.md
  - o   git_log.csv
  - o   Changes made: Summary of changes made after reviews from other groups. **Recommended:** before/after sections of diagrams
  - o   group_demo.mp4: Video demo submission. Zoom to record and edit. If D2L denies submission due to large size, upload to Yuja, rename to 'yuja_video_link.txt" in D2L.
  - o   test_suite.html: Test cases.

Post-Iteration (Final Review & Demo)

- **April 5 – April 11:**
  - o   Task: Prepare for group demonstration video, showcasing all game logic implemented and tested.
  - o   Deliverables: Complete demo of the game's rules and multiplayer capabilities.
  - o   Responsibilities: Final review and testing before demo submission.