<u>Iteration 3 – Plan</u>

| # | Activity | Member responsible | Review on (mm/dd/yyyy) | Complete by | Depends on task |
|---|--|---------------------|------------------------|-------------|-----------------|
| 1 | New use case description 1 – "Selecting players" | Fatiha Islam | 12/03/2023 | 13/03/2023 | / |
| 2 | New use case description 2 – "Ending a turn" | Md Golam Sharier | 12/03/2023 | 13/03/2023 | / |
| 3 | New Sequence Diagram 1 | Fuaad Islam | 14/03/2023 | 16/03/2023 | 1 |
| 4 | New Sequence Diagram 2 | Maha Khan | 14/03/2023 | 16/03/2023 | 2 |
| 5 | Logical Architecture Diagram | Ziad Hamama | 14/03/2023 | 16/03/2023 | / |
| 6 | Minor release | All | 15/03/2023 | 16/03/2023 | 1,2,3,4 |

Description for planned code submission:

For our minor release, we aim to implement multiplayer functionality that includes AI players and allows the player to save and reload the game.