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| # | Activity | Member responsible | Review on  (mm/dd/yyyy) | Comlete by | Depends on task |
| 1 | New use case description 1 –  Quit game | Fuaad Islam | 02/03/2023 | 02/04/2023 | / |
| 2 | New use case description 2 –  Save game | Sharier, Md Golam | 02/03/2023 | 02/04/2023 | / |
| 3 | New Sequence Diagram 1 | Maha A., Khan | 02/04/2023 | 02/05/2023 | 1 |
| 4 | New Sequence Diagram 2 | Ziad N., Hamama | 02/04/2023 | 02/05/2023 | 2 |
| 5 | Logical architecture diagram | Fathia I., Norwin | 02/03/2023 | 02/04/2023 | / |
| 6 | Minor release | All | 02/05/2023 | 02/09/2023 | 1,2,3,4 |
| 7 | Revised use case descs - | Sharier | 02/06/2023 | 02/07/2023 | Await feedback |
| 8 | Revised sequence diags | Fatiha, Ziad | 02/06/2023 | 02/07/2023 | Await feedback |
| 9 | Week 1 review | All | 02/03/2023 | 02/03/2023 | / |
| 10 | Week 2 review | All | 02/09/2023 | 02/09/2023 | / |

**Iteration 2 – Plan**

Description for planned code submition:

For our minor release, we aim to implement the visual components for the game and allow the user to create a new game and view the board.