READ ME

(Goals Accomplished)

Group No# 9

Members:

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Zachary Cheema
Zoe Collins

We have accomplished all the goals that we had planned for before the start of Iteration 2. Please view the "GUI Sketches.pdf" file within the "Documents" folder to see how the application is intended to look like. Executing the "Driver.jar" file should run the application.
Windows: Double Click the Driver.jar file to run
MAC/Linux: In terminal, Go to the directory with jar file, then enter "java -jar Driver.jar
Below is a summary of all the tasks and who performed them:

Zachary Cheema:
    Created the Save Current Game Fully Dressed Use Case
    Created Save Current Game Sequence Diagram
    Created the MainScreen class

Abdur Rahman:
    Created the Load Saved Game Fully Dressed Use Case
    Created the Load Saved Game Sequence Diagram
    Created LoadScreen class

Muhammad Uwais:
    Revised the Domain Model
    Revised Versions of the previously submitted 2 Full Use Case Descriptions
    Created CreateGame class

Zoe Collins:
    Improved UI Sketches
    Created the Overall Class Diagram
    Assisted with both sequence diagrams
    Assisted with parts of GameGUI class

Muhammad Hammad:
    Created a List of Functions for the Application
    Created a structure for the entire application
    Designed some of the programming solutions
    Created the plan for next iteration
    Reviewed all code and documents
    Provide feedback for improvements and review commits
    Created SavedState, Driver, Piece, GameGUI and SelectedPiece classes

Goals We Decided to Accomplish in Iteration 2:

1. Analyse the "Save Current Game" and "Load Saved Game" use cases
   - Produce a fully dressed use case description for each - **[COMPLETED]**
   - Improve the UI prototype sketches - **[COMPLETED]**
   - Analyse how the data will be recorded and stored for the Save Current Game state - **[COMPLETED]**
   - Create a sequence diagram for each use case - **[COMPLETED]**

2. Get a simple list of classes that might be needed
   - List out functions that will be required - **[BRAIN-STORMING COMPLETED]**
   - General class structure for the application - **[COMPLETED]**

3. Create a frontend GUI (no functionality) - **[COMPLETED]**
   - Create the main screen - **[COMPLETED]**
   - Create the start new game screen - **[COMPLETED]**
   - Create the load saved game screen - **[COMPLETED]**
   - Create the main game screen - **[COMPLETED]**

4. Revise submissions from Iteration 1 - **[COMPLETED]**
   - Revise the previous Fully Dressed Use Cases, as well as the Domain Model.