Iteration IV Plan

Group No# 9

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In the next iteration the group plans to:

1. Further analyse and report the design changes that will be needed to get the game to work on a network.

2. Further analyse and report the use of patterns within our design

3. Create JUnit tests for five main domain cases
   - Cover all the methods in each domain case
   - Ensure edge cases are tested
   - Ensure all tests pass
   - Provide screenshots of testing

4. Completely implement the AI with semi-intelligent behaviour

5. Completely implement the save game feature

6. Completely implement the load game feature

7. Completely implement the functionality so that a game can end

8. Completely implement the reset game feature

9. Further analyse and improve the design and game feel to be more interactive

10. Refactor code throughout the application to reduce dependencies and improve upon independent class behaviour

11. Publish the final version of our Blokus game