Iteration III Plan

Group No# 9

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In the next iteration the group plans to:

1. Further analyse the "Save Current Game" and "Load Saved Game" use cases by
   - Revising the fully dressed use case description for each
   - Revising the sequence diagrams for each

2. Analyse the "Reset Current Game" and "Game Over" use cases
   - Produce a fully dressed use case description for each
   - Create a sequence diagram for each use case

3. Update the GUI to feel more interactive, adding colours and other user interaction features

4. Update the user interface sketches as required if any design changes occur

5. Create a Logical Architecture Diagram

6. Refactor previously written code, to make it more efficient and understandable (to a certain extent only)

7. Release the version two of our Blokus application
   - Create the "About" and "Help" menus for the entire application
   - Implement the functionality to check for legal moves
   - Implement the colour impairment functionality
   - Implement the functionality to declare who won or lost the game
   - Create a win screen and indicate the winner of the game
   - Implementing the functionality to flip and rotate pieces
   - Rudimentary functionality to allow the AI player to place a piece on the grid (only partial implementation rest will be in iteration 4)
   - Allow 2 players to play with a third common player that alternates