

# Iteration II Plan

## Group No# 9

Members:

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### **In the next iteration the group plans to:**

1. Analyse the “Save Current Game” and “Load Saved Game” use cases
  - Produce a fully dressed use case description for each
  - Improve the UI prototype sketches
  - Analyse how the data will be recorded and stored for the Save Current Game state
  - Create a sequence diagram for each use case
2. Get a simple list of classes that might be needed
  - List out functions that will be required
  - General class structure for the application
3. Create a frontend GUI (no functionality)
  - Create the main screen
  - Create the start new game screen
  - Create the load saved game screen
  - Create the main game screen
4. Revise submissions from Iteration 1
  - Revise the previous Fully Dressed Use Cases, as well as the Domain Model.