

Blokus - Iteration 3 - Group 13

Revised version of last 2 submitted full use case descriptions:

Assigned to: Jake

Review on: Tuesday, November 5th, 2019

Complete by: Wednesday, November 6th, 2019

Depends on:

Revised versions of the last 2 submitted sequence diagrams:

Assigned to: Sean

Review on: Tuesday, November 5th, 2019

Complete by: Wednesday, November 6th, 2019

Depends on:

2 New fully dressed use case descriptions:

Assigned to: Brandon

Review on: Tuesday, November 5th, 2019

Complete by: Monday, November 5th, 2019

Depends on:

2 New sequence diagrams:

Assigned to: Tomal

Review on: Tuesday, November 5th, 2019

Complete by: Wednesday, November 6th, 2019

Depends on: 2 new use cases

Logical architecture diagram:

Assigned to: Erica

Review on: Tuesday, November 5th, 2019

Complete by: Wednesday, November 6th, 2019

Depends on:

Minor release, caught up with last two use cases + 2 new use cases:

Assigned to: Brandon (2 new use cases, save and load), Sean (main game UI, importing board), Erica, Jake (color blind setting implemented), Tomal

Review on: Tuesday, November 5th, 2019

Complete by: Wednesday, November 6th, 2019

Depends on:

Plan for iteration 4:

Assigned to: Brandon

Review on: Tuesday, November 5th, 2019

Complete by: Wednesday, November 6th, 2019

Depends on:

Structure/Logic meeting: Friday, November 1st