Plan for Iteration 3

For iteration 3, both new fully dressed use cases from iteration 2 and their sequence diagrams will be improved upon and revised. “Save a Game” and “Resume a Saved Game” will be developed into fully dressed use cases with a sequence diagram of all the paths for each use case. A logical architecture diagram will also be drawn up for iteration 3. There will also be a 2nd minor release or the application with the functionality of both “Save a Game” and “Resume a Saved Game”. There will also be a new plan for the next iteration, iteration 4.