

Iteration 2 plan

For iteration two we plan to do a minor release of the application which will include the fully dressed use case from iteration one “Initiate a game” and implement a colorblind setting. This means that there will be a menu with the ability to play the game and change the settings for colorblindness, possibly in a settings menu. To have this in place there will be an overall class diagram made to base this off as well as 2 sequence diagrams. Revisions on the domain model will be submitted as well as “colorblind” and “difficulty” use cases will be flushed out into fully dressed use case descriptions.