Iteration 3 Plan

Roles Selected:
Joliker:
- Revised Versions of the previously submitted 2 Full Use Case Descriptions
- 2 New Fully Dressed Use Case Descriptions: (a) Rotate a piece (b) Place a piece

Xincheng:
- Revised Versions of the previously submitted 2 Sequence Diagrams
- 2 New Sequence Diagrams: to match the 2 new use case descriptions, trace all paths

Shawon:
- Logical Architecture Diagram

Nelson (primary) & Shawon:
- 2nd Minor Release of your Application. This application should allow a player to select a piece, rotate it and place it on the board. The score of the player would be calculated. Other features in the menu such as settings and colorblind mode will be implemented. Hence, on the 4th iteration, we can implement the computer player(s) and difficulty.

Next meeting:
Meetings are held on Friday. Time and location will be decided the day before on group chat.