

Plans for the Next Iteration

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Plans for Next Iteration:

The requirements for Iteration 3 include the following:

- Revised versions of the previously submitted 2 Full Use Case Descriptions
- Revised Versions of the previously submitted 2 Sequence Diagrams
- 2 New Fully Dressed Use Case Descriptions
- 2 New Sequence Diagrams: to match the 2 new use case descriptions, trace all paths
- Logical Architecture Diagram
- 2nd Minor Release of the Application: Cover the two new use cases' functionalities
- Discuss Iteration 4

The focus early on will be to try to get the 2 new Fully Dressed Use Cases discussed and written up. The two Use Cases we will do are Save the Game and Get a Hint. Once these are done, we will work on implementing the code that will add the functionality of these use cases into our actual game. As the feedback from the previous Iteration comes back, we will discuss the needed changes and work on them. Within the revisions, we will also give someone the responsibility of doing the Logical Architecture Diagram and the group will look over that once it is done.

Groupwise, we will continue to meet once or twice a week and meet the day before the Iteration is due to finalize all the work and revise what is necessary.