# Comp 2005 Group 3 Iteration 3 Plan

For the 2nd minor release that is due this iteration, our group plans to have implemented the two new use cases of "Save a Game" and "Get a Hint" into the Blokus game we already have. As well as these two new uses cases, the prior functionality of Placing a Piece on the board and Altering the State of the Piece will still be functional. Our implementation will have a skeleton build of the start up menu that initializes the game which will be further built upon in the next iteration. To complete the game, what our group will have to implement by the next iteration will be the AI players and player turns.

We have agreed to respond to any messages within 24 hours with meaningful and honest responses.

## 1. Detailed Plan

| # | Activity | Member(s) Responsible | Review On | Complete By | Depends on Task |
|---|---|---|---|---|---|
| 1 | New Use Case Description 1 (Save Game) | Noah Slade | Oct. 31 | Oct. 29 | / |
| 2 | New Use Case Description 2 (Get a Hint) | Noah Slade | Oct. 31 | Oct. 29 | / |
| 3 | New Sequence Diagram 1 (Save Game) | Chris Leeman | Nov. 4 | Nov. 4 | 1 |
| 4 | New Sequence Diagram 2 (Get a Hint) | Chris Leeman | Nov. 4 | Nov. 4 | 2 |
| 5 | Logical Architecture Diagram | Munyaradzi Siyawamwaya | Nov. 5 | Nov. 5 | / |
| 6 | 2nd Minor Release | Soham Tomar and Johan Méndez | Nov. 7 | Nov. 6 | 1,2,3,4 |
| 7 | Revised Use Case Descriptions | Noah Slade | Nov. 5 | Nov. 5 | Await Feedback |
| 8 | Revised Sequence Diagrams | Noah Slade and Chris Leeman | Nov. 5 | Nov. 5 | Await Feedback |
| 9 | Week 1 Review | ALL | Oct. 31 | / | / |
| 10 | Week 2 Review | ALL | Nov. 6 | / | / |

## 2. Progress Log

| Date | Activity | Comment |
|---|---|---|
| Oct. 29 | New Use Case Descriptions | N/A |
| Oct. 31 | Week 1 Review | Reviewed the Use Case Descriptions and made minor adjustments |
| Nov. 4 | Revised Use Case Descriptions and New Sequence Diagram 1 | Made revisions to the Use Case Descriptions based on the feedback and made the Sequence Diagram for getting a hint |
| Nov. 5 | Revised Sequence Diagrams and New Sequence Diagram 2 | Revised the Sequence Diagrams based on feedback and made a new Sequence Diagram for saving the game |
| Nov. 6 | Minor Adjustments | Changes had to be made to the deadline of the Logical Architecture Diagram as there were questions we needed to ask |
| Nov. 7 | Submission | All that is left is to submit all files |

## 3. Communication Log

Note: Most major communication between our group is in person. We mostly use messages to set up these meetings.

| Date | Comment |
| --- | --- |
| Nov. 4 | Made changes to the code that would affect the revision of the sequence diagram |