

# Plans for the Next Iteration

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## Plans for Next Iteration:

The requirements for Iteration 4 include the following:

- A page (at most) explaining how your design accounts for - or would need to be adjusted for - possible future networking of the game
- A page (at most) explaining the use of patterns in your design, or where you would use patterns if you had more time
- Unit Tests for 5 key domain classes, covering all methods. For this you need to submit:
  - the .java files for each test class
  - screenshots from Eclipse showing that the tests ran successfully for each test class
- Final Release of your application. For this you need to submit:
  - the source code (.java)
  - a runnable jar

The most important focus at first will be to find a way to implement the actual order of the game (in terms of multiple players taking turns in succession). While doing this, we also must figure out a way to make different difficulty versions for the A.I players. This all pertains to the Final Release of the application and will be happening throughout the iteration. We will delegate a couple of people to work on this, separating the turns and A.I implementation. While working on the code, we will have a person or two to write the pages about the future networking as well as the patterns. These two pages as well as the Unit Tests should take up a minimal amount of time and most focus will be on the actual final release.