

Iteration 3 Plan

Detailed Plan

| # | Activity | Member responsible | Review on | Complete by | Depends on task |
|---|---|--------------------|------------|-------------|-----------------|
| 1 | Revised Versions of the previously submitted 2 Full Use Case Descriptions | All Members | - | - | Await feedback |
| 2 | Revised 2 Sequence Diagrams | All Members | - | - | Await feedback |
| 3 | Fully Dressed Use Case Descriptions (Place a King Meeple) - 1 | Shivam, Pratham | 10th March | 11th March | / |
| 4 | Fully Dressed Use Case Descriptions (Place a Tile) - 2 | Basem, Nudrat | 10th March | 11th March | / |
| 5 | Sequence Diagram - 1 (Place a King Meeple) | Shivam, Pratham | 10th March | 11th March | 3 |
| 6 | Sequence Diagram - 2 (Place a Tile) | Basem, Nudrat | 10th March | 11th March | 4 |

| | | | | | |
|---|------------------------------|-------------|------------|------------|-----|
| 7 | Logical Architecture Diagram | Raqib | 12th March | 13th March | 5,6 |
| 8 | 2nd Minor Release of Game | All Members | 15th March | 17th March | 7 |