

Iteration 1:

I made the “Set Up a Game” use case description and the “Set up a game” UI prototype

Iteration 2:

I made the overall class diagram and coded some logic for Dice, dice rolling, Turns and choosing the play order. Also created some incomplete classes such as AI_Player.

Iteration 3:

I made the Save A Game sequence diagram and wrote a lot of the code for the logic of saving and loading.

Iteration 4:

Made saving and loading work with new changes. Also some other assorted code changes and clean up.