

Uno Player Project Timeline - March 2025

March 24	Solomon		All
	Braxton		
	Jay		
	Lateefat		
	Group discussion about the project	Solomon created GitHub repository	
March 25	Established group name: "Uno Player"	Created a Kanban project space	
	Determined features: player vs player	Assigned member tasks	
	Braxton completed executive summary	Jay worked on Sprint 1 milestones	Lateefat began scope statement
March 26	Lateefat completed scope statement		
	Lateefat developed Agile rough idea	Braxton started DFD level 0 and 1	
	Braxton worked on problem frame	Jay began work on Sprint 1	
March 27			
	Braxton started the UML diagram	Jay began working on Sprint 2	
March 28			
	Braxton added two DFDs (level 0 and 1	Jay made changes to Card and Deck cl	Group worked on standards/practices
March 29			
	Jay completed code for Sprint 1 and 2	Jay finished Iteration 1 and 2 outcomes	
	Jay pushed all code to GitHub	Lateefat organized GitHub structure	
March 30			
	Lateefat worked on security statement	Lateefat completed physical documenta	Jay finished the timeline