

Uno Player Project Timeline - March 2025

March 24

Group discussion about the project

Established group name: "Uno Player"

Determined features: player vs player

Braxton completed executive summary

Solomon created GitHub repository

Created a Kanban project space

Assigned member tasks

Jay worked on Sprint 1 milestones

Lateefat began scope statement

 Solomon  All
 Braxton
 Jay
 Lateefat

March 25

March 26

Lateefat completed scope statement

March 27

Lateefat developed Agile rough idea

Braxton worked on problem frame

Braxton started DFD level 0 and 1

Jay began work on Sprint 1

March 28

Braxton started the UML diagram

Jay began working on Sprint 2

March 29

Braxton added two DFDs (level 0 and 1)

Jay made changes to Card and Deck cl

Group worked on standards/practices

March 30

Jay completed code for Sprint 1 and 2

Jay pushed all code to GitHub

Lateefat worked on security statement

Jay finished Iteration 1 and 2 outcomes

Lateefat organized GitHub structure

Lateefat completed physical documenta

Jay finished the timeline