Milestone 5: Detailed To-Do

1. [Individual] Each member needs to make an analysis diagram from his M3 use cases
   1. Show frontend interaction
   2. Show what the backend does to make the frontend happen
   3. End at same spot
2. Create a UI Flow Diagram (plans for screen navigation if JavaFX)
   1. Show how M.U.L.E. all works
   2. Frontend step-by-step of what happens whenever a user does anything
   3. Add the “ifs” and “outlier” cases
3. Create a prototype for the major screen of the application
   1. Players have the start-of-round actions (Josh)
      1. Determine player order by score (or random if same score?)
      2. Start the player’s timer
      3. Compute player’s time
   2. Players During Their Turns
      1. Show the map in full
         1. Who owns what land
         2. How are the players moving through the map
         3. Where is the town and how does it stand out
   3. Gamble
      1. Appropriate Money
      2. Involve all players
         1. Make land, resources, etc. be shown
      3. End turn
   4. End turn
      1. Add up player’s leftover time (if applicable)
      2. Save all new info (esp. for gambling)
4. Perp for Design Discussion
   1. Show “Model-View” separation