Thursday 10/25 – Wednesday 10/31

Team Name:

Team leader of the week: Wesley Eversole

Team members: Lam Lu, Matthew Somers, Wesley Eversole

Summary

The team has started to discuss about the project during weekend via emails. Initial suggestion was that everybody picks a part of the final report to do but has not been finalized yet. The team has decided that we need to find more material about the game to have a perfect picture about game rules and logic. Emails about game rules and logic were exchanged during the week.

Major achievement: First draft of use cases were written by Matthew and modified by Wesley and Lam

Issues to be resolved next week: finish use cases and class diagram or sequence diagram (or both if possible)

Individual reports

Lam Lu

R: 10/25

F: 10/26

S: 10/27

Su: 10/28

M: 10/29

T: 10/30

W: 10/31: Looked over the game description on wiki and use cases, added 1 variation on use case #1. Took about 1 hour.

Matthew Somers

R: 10/25

F: 10/26

S: 10/27

Su: 10/28

M: 10/29

T: 10/3: I wrote out the first draft of our project's use cases. We also coordinated over email to plan project responsibilities better. This took about 2 hours.

W: 10/31

Wesley Eversole

R: 10/25

F 10/26/12

S 10/27/12

Su 10/28/12

M 10/29/12

T 10/30/12

W10/31/12: Looked over use cases as written by Matthew. Updated with 2 more steps, time taken 20 min