ITERATION PLAN FOR 4TH

Ricochet Robots Project

Group #6:

McDonald, Brianna
Younis, Faisal
Chikwati, Ngoni Nigel
Juwaheer, Yudish

Group 6 Iteration Plan for Iteration 4:

- Group members agree to respond to Facebook Messenger messages within 24 hours. Members agree that responses must be meaningful and relevant to any question asked. Group members agree to meet in-person at least once a week based on everyone's availability.
- Progress Log, Communications Log, and Individual Participation Logs are submitted as separate documents.
- For iteration 4, we plan on writing up how our design accounts for and needs to be further adjusted for the possibility of networking. Moreover, we plan on writing about how we used patterns in the design and how we would have used more patterns if we had more time. Lastly, we will release the final version of the application. This will include full functionality of the complex map, the ability to load and save games, computer players with two levels of difficulty, the ability to provide a hint on which direction to first move the robot, and the ability for a player to win the game.

#	Activity	Member(s) Responsible	Review by	Complete by	Depends on task
1	Explanation for networking and adjusting future versions of the game	Yudish Juwaheer, Faisal Younis	02/04/2020	01/04/2020	N/A
2	Explanation for the use of patterns in design	Ngonidzashe Chikwati, Brianna McDonald	02/04/2020	01/04/2020	N/A
3	Final release of the application	ALL	02/04/2020	03/04/2020	N/A