

<u>#</u>	<u>Activity</u>	<u>Member</u>	<u>Complete by</u>	<u>Depends on</u>
<u>1</u>	Revised Versions of the previously submitted 2 Full Use Case Descriptions	<u>Jeff Walsh</u>	<u>Feb.28th</u>	<u>/</u>
<u>2</u>	Revised Domain Model	<u>Stephen Broderick</u>	<u>Feb.28th</u>	<u>/</u>
<u>3</u>	2 <u>new</u> Fully Dressed Use Case Descriptions	<u>Jynn</u>	<u>Feb.28th</u>	<u>/</u>
<u>4</u>	2 Sequence Diagrams: to match the 2 new use case descriptions, trace 'happy paths' only	<u>Ziad</u>	<u>Mar.2nd</u>	<u>3</u>
<u>5</u>	Overall Class Diagram	<u>Charles</u>	<u>Mar.2nd</u>	<u>1,2</u>
<u>6</u>	Minor Release of your Application: must include the functionality for the 2 new use cases submitted	<u>ALL GROUP MEMBERS</u>	<u>Mar.6th</u>	<u>1,2,3,4,5</u>
<u>7</u>	Your Plan for the next iteration			

The person completing each activity is not yet confirmed. This is just an outline.

Change Visual Display Settings

This is where the user can select to play with colored robots, text over the robots, or text over the colored robots. The system will verify that you want to play with the “classic” colors which are red, green, yellow, and blue or verifies that you want to play with text.

Number of Player Settings

This is where the user enters the number of players that are playing. The system will ensure that there are at least 1 human player and no more than 4 human players.

We plan on creating the functionality of the two use cases that we talked about in this iterations which are “set up game” and “take a turn”. Since both of these are in the “set up game” use case description. This means that we will have an understanding of how “change visual display settings” and “Number of Player Settings” and we will be able to release minor applications of each by the next iteration. We intend to have the appearance of the gui coded, the main buttons we will be focusing on it the set up a game use case is the new game because that will lead us into the take a turn use case.

Individual Participation Logs

Task	Member
Vison Document	Jynn(Completed Feb.11 th)
Data Dictionary	Ziad(Completed Feb.12 th)
Actors and Goals	Ziad(Completed Feb.12 th)
2 Fully Dressed use Cases	Jeff(Completed Feb.11 th)
UI Prototype for both use Cases	Jeff(Completed Feb.11 th)
4 other brief use Cases	Charles(Completed Feb.13 th)
Domain Model	Stephen(Completed Feb.14 th)
Plans for next iteration	Jeff(Completed Feb.14 th)