#	Activity	Member	Complete by	Depends on
1	Explaining how your design accounts for – or would need to be adjusted for – possible future networking of the game.	**Jeff and Ziad**	**April 3rd**	**/**
2	A page (at most) explaining the use of patterns in your design, or where you would use patterns if you had more time	**Stephen and Charles**	**April 3rd**	**/**
3	Final Release of your application. For this you need to submit:	**All Members**	**April 3rd**	**/**

We have a lot of our game implemented, we have the save and resume game implemented and a lot of the functionality created as well. The biggest project for us during the last iteration is going to be creating the computer turn. We are plaining splitting the work load for this iteration equally, meaning that we will be sharing all the projects in this iteration.

Individual Participation Logs

Task	Member
Revised Use Cases	Jeff(Completed Mar.16th)
Revised Sequence Diagrams	Stephen(Completed Mar.21st)
2 new use case descriptions	Jeff(Completed Mar.16th)
2 Sequence Diagrams	Ziad(Completed Mar.19th)
Logical Architecture	Charles(Completed Mar.23rd)
Minor release of application	A lot done by Jynn(Completed Mar 22nd)
Plan for next iteration	Jeff(Completed Mar 23rd)