

<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>Jynn</u>	<u>Mar.19th</u>	<u>Sequence Diagrams corrected by marker.</u>
<u>2</u>	Revised Versions of the previously submitted 2 Sequence Diagrams	<u>Stephen Broderick</u>	<u>Mar.19th</u>	<u>Sequence Diagrams corrected by marker.</u>
<u>3</u>	2 New Fully Dressed Use Case Descriptions	<u>Jeff Walsh</u>	<u>Mar.13th</u>	<u>/</u>
<u>4</u>	2 New Sequence Diagrams: to match the 2 new use case descriptions, trace all paths	<u>Ziad</u>	<u>Mar.19th</u>	<u>3</u>
<u>5</u>	Logical Architecture Diagram	<u>Charles</u>	<u>Mar.13th</u>	<u>/</u>
<u>6</u>	Minor Release of your Application: must include the functionality for the 2 new use cases submitted	<u>Any Group Member</u>	<u>Mar.19th</u>	<u>1,2,3,4,5</u>
<u>7</u>	Your plan for iteration 4	<u>Jeff Walsh</u>	<u>Mar.19th</u>	<u>/</u>

Hint Settings

This is where the user selects if they want to play with hints from the system or not. If they select yes then a hint button will appear next to the game board, if they select no then no button will appear at all. The hint will give the best option for the user to get to the desired icon.

Ask for Hint

Since we are planning on implementing the ask for hint in the main menu, it would be a good idea to implement the hint in the actual game itself. This is where if the user said yes to the hint option while setting up the game, then they would be given the opportunity to ask for a hint from the system during their

turn. The system will highlight a move that the user can make in order to make it to their goal destination.

So far we have implemented the main menu screen and one of the two boards. One of the two use cases that we worked on in this iteration is also implemented which is the choose visual display setting. We plan on implementing the other board during the next iteration, along with all the main menus option in this iteration such as confirming the number of players and the hint options. We are also implementing the hint button on the game board thus meaning we will be able to make moves with the robots on our game board. This however is just a outline, meaning we may not get this far in the coding process or we might get further. We have agreed to communicate using slack. We have all agreed to check in at least once a week, and during a week that an assignment is due, we check in daily.

Individual Participation Logs

Task	Member
Revised Use Cases	Jeff(Completed March 3 rd)
Revised domain model	DID NOT NEED TO BE COMPLETED
2 new use case descriptions	Jynn and Jeff(Completed March 4 th)
2 Sequence Diagrams	Stephen(Completed March 6 th)
Overall Class Diagrams	Ziad(Completed March 6 th)
Minor release of application	A lot done by Jynn (Completed March 5 th)
Plans for next iteration	Jeff(Completed March 6 th)