COMP2005 – Group 8

Iteration Plan for Week 2 (beginning 10/10/20)

Note: Our group agreed at our initial meeting to set up a two-meeting system. Our week begins on Saturday, where we meet at 12pm (sometimes 3pm). At this meeting we divide the work into 1-2 person teams. Drafts are due on Tuesday, midnight. Our review meeting is Wednesday 12pm, and agreed-upon edits are to be assigned and completed by Thursday, midnight. The week ends on Friday, with submission of final work before midnight.

Week 2 Activities

#	Activity	Member(s)	Review On	Complete by	Depends On
1	Revised versions of previous Fully Dressed (FD) Use Cases	TBD *	10/21/20	10/16/20	review. May not be necessary.
2	Revised Domain Model	TBD	10/21/20	10/16/20	review. May not be necessary.
3	New FD Use Case – Choose Players	TBD	10/21/20	10/16/20	SetupGame Use Case
4	New FD Use Case – Begin Play (focus on preconditions!)	TBD	10/21/20	10/16/20	3
5	Sequence Diagram 1 – Choose Players. Happy paths only.	TBD	10/21/20	10/16/20	3
6	Sequence Diagram 2 – Begin Play. Happy paths only.	TBD	10/21/20	10/16/20	4
7	Overall Class Diagram	TBD	10/21/20	10/16/20	all
8	Minor App Release, including 2 use cases above (.jav, .jar)	TBD	10/21/20	10/16/20	all
9	Plan for next iteration	TBD	10/21/20	10/16/20	all

*TBD = To be determined (at tomorrow's group meeting, 3pm).