

Comp – 2005 group 8

Iteration plan for iteration 3

Iteration 3 activities

NOTE: our group meets at least twice a week, we have an initial meeting on the first Saturday at 12 pm, where we divide the workload for the week amongst teams of 1 or 2. Drafts of work are due midnight the Tuesday before the due date of the iteration. We have additional meetings on the following Wednesday at 12pm, where we agree upon edits and revisions that need to be done. Finally, we submit our work on Friday. Additionally, we have update meetings on Wednesday and Saturdays at 12pm to ask any questions and get each other's input on the work that we are doing and to make sure we are all on track.

#	Activity	Member(s)	Review on	Completed by	Depends on
1	Revised version of Begin play UC description if <8/10	Jon	11/11/20	11/13/20	Review may not be necessary
2	Revised version of Choose Players if <8/10	Riya	11/11/20	11/13/20	Review may not be necessary
3	Revised version of begin Play sequence diagram if < 12/15	Zach	11/11/20	11/13/20	Review may not be necessary
4	Revised version of Choose Players sequence Diagram if < 12/15	Zach	11/11/20	11/13/20	Review may not be necessary
5	New fully dressed use case description – Load A Game -	Jon	11/11/20	11/13/20	None

6	New fully dressed use case description Save A Game	Jon	11/11/20	11/13/20	none
7	New Sequence diagram to match new use case #1	Zach	11/11/20	11/13/20	5
8	New Sequence diagram to match new use case #2	Owen	11/11/20	11/13/20	6
9	Logical Architecture Diagram	Zach, Jon	11/11/20	11/13/20	All
10	2 nd Minor release (focus on new use cases)	Zach, Riya, Owen, Jon	11/11/20	11/13/20	All
11	Next iteration plan		11/11/20	11/13/20	