

Plans for Iteration 03

#	Activity	Member responsible	Review on	Completed by	Depends on task
1	Revise version Use Cases Description (Display setting)	Bhuiyan, Md Tanjid Ahmed	Nov 02	Nov 07	Await feedback
2	Revise version Use Cases Description (Support)	Kerolos Farag	Nov 02	Nov 07	Await feedback
3	Revise version Sequence Diagram (Display setting)	Bhuiyan, Md Tanjid Ahmed	Nov 02	Nov 07	Await feedback
4	Revise version Sequence Diagram (Support)	Kerolos Farag	Nov 02	Nov 07	Await feedback
5	New Use Case Description (Build a wall)	Bhuiyan, Md Tanjid Ahmed	Nov 03	Nov 08	/
6	New Use Case Description (Pawn movement)	Kerolos Farag	Nov 03	Nov 08	/
7	New Sequence Diagram (Build a wall)	Ze Liu	Nov 08	Nov 10	5
8	New Sequence Diagram (Pawn movement)	Bishal Biswas	Nov 08	Nov 10	6
9	Logical Architecture Diagram	Ze Liu	Nov 03	Nov 11	/
10	Updated Application (second minor release)	Bishal Biswas	Nov 05	Nov 12	1,2,3,4,5,6,7,8, Await feedback
11	Iteration Plan	Ze Liu	Nov 12	Nov 13	/

- Iteration plan 03 involves second minor release of the working game (code). With the code previously submitted this submission will include the pawn movements and the basic wall functionality. This code will also be built for two players for the iteration and no computer player function will be added. Furthermore, if a player's winning point will not reflect in the code. With the basic movement from previous iteration more rules of moving a piece such as a piece cannot cross another piece or piece cannot cover two spaces at a time will be added to the code. Pieces still will be able to move diagonally or jump over the walls for this application.