

Communication Log

Date	Comment
Nov. 1	Kerolos expresses that he had some difficulties with the use case description. So he took over the logical architecture diagram and showed a willingness to help with coding. And the use case diagram was assigned to Bhuiyan.
Nov. 3	The group talked about what material should be discussed in the group chat with the instructor. It includes the difficulties, plans and questions. And the direction of the detailed functionalities, how to implement it and how to make it easier, etc.
Nov. 10	The feedback for iteration two was released, and anybody was happy about the result. The group members congratulation each other and encouraged each other to do more.
Nov. 10	Bishal Biswas displayed the user interface for the initial game interface and the menu; Bishal Biswas also added an image cover to the application. All group members liked it and agreed to do further jobs. Kerolos showed a willingness to do the rest of the code work.
Nov. 12	The new announcement showed no revised documents need, so some of the revised old tasks were discarded.
Nov. 13	Group members checked the progress of the task to make sure everything and everybody was following up.
Nov. 13	Group members discussed the tasks and allocated tasks to each other. Most of the tasks were voluntarily committed.