
The Half Dozen

A Dark Moon Iteration Plan 1.0

Version 1.0

A Dark Moon	Version: 1.0
Iteration Plan <Iteration ID>1.0	Date: 1/11/22
Iteration-Plan	

Revision History

Date	Version	Description	Author
1/11/2022	1.0	First Draft	Entire Team

A Dark Moon	Version: 1.0
Iteration Plan <Iteration ID>1.0	Date: 1/11/22
Iteration-Plan	

Table of Contents

1.	Introduction	4
1.1	Purpose	4
1.2	Scope	4
1.3	Definitions, Acronyms, and Abbreviations	4
1.4	References	4
1.5	Overview	4
2.	Plan	5
3.	Resources	5
4.	Use Cases	5
5.	Evaluation Criteria	6

A Dark Moon	Version: 1.0
Iteration Plan <Iteration ID>1.0	Date: 1/11/22
Iteration-Plan	

Iteration Plan 1.0

1. Introduction

1.1 Purpose

The purpose of this document is to plan the development of A Dark Moon. All functionalities listed must be implemented and operational, following the schedule.

1.2 Scope

A Dark Moon will be implemented via the roles that can be found on the team roles page. However, everyone with a smaller coding role will be expected to help with coding still. However, the technical leaders will do most of the coding.

1.3 Definitions, Acronyms, and Abbreviations

HTML

Hypertext Markup Language

CSS

Cascading Style Sheets

1.4 References

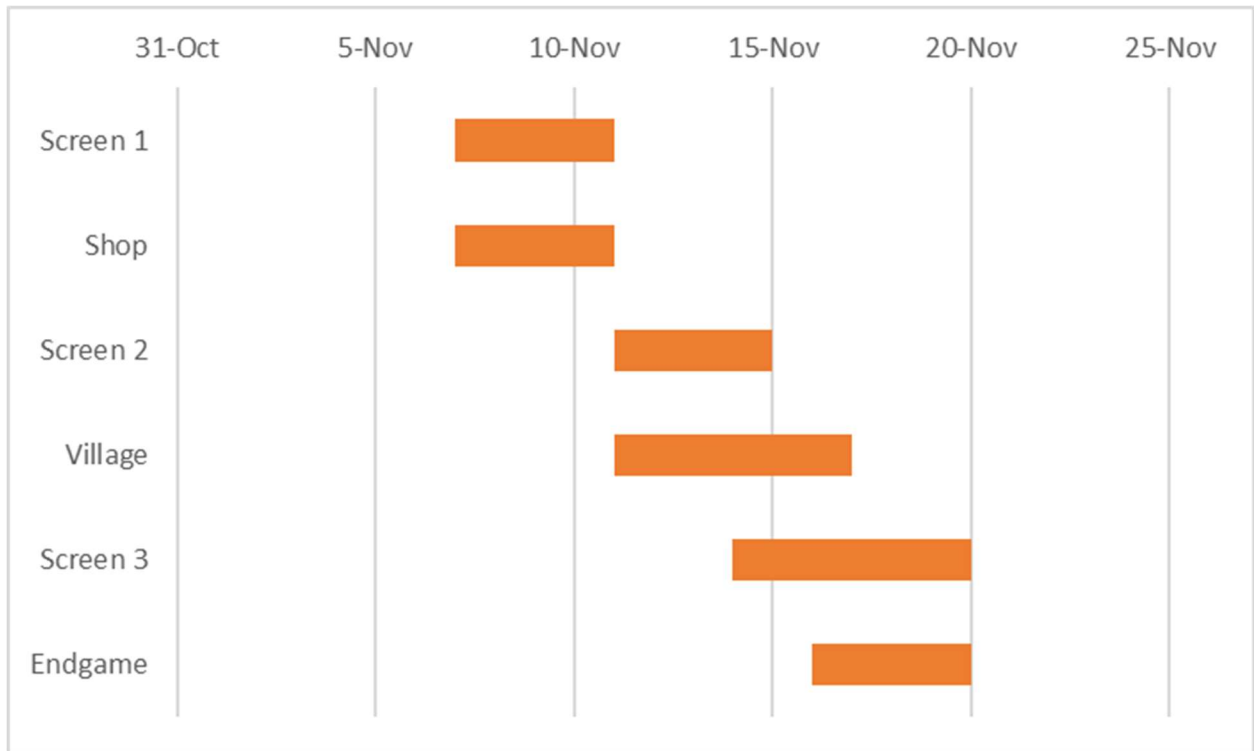
A Dark Room: <https://github.com/doublespeakgames/adarkroom>

1.5 Overview

The document presents the planning for the iteration and all resources needs.

A Dark Moon	Version: 1.0
Iteration Plan <Iteration ID>1.0	Date: 1/11/22
Iteration-Plan	

2. Plan



3. Resources

A Dark moon will require an Internet connection at first to initiate the game but it will be playable without the need of the internet after the game is initialized. An internet connection However, will be essential to saving progress made in the game. Financially, A Dark Room should be a very low cost game, web hosting and a domain name should be the only financial worries that we will have with the game. Other than a laptop that has access to the internet, there should not be any other material resources required for this game to be played, making it playable by most people. A Dark Moon cannot be multiplayer and will only require one person (the player) making choices as the main character and interacting with the sequence of the game.

4. Use Cases

- Iteration-Related Use-Case:
- Screen 1
- Screen 2
- Screen 3
- Restart game
- Save game progress
- Use resources
- Collect resources
- Manage population
- Exploration
- End game

A Dark Moon	Version: 1.0
Iteration Plan <Iteration ID>1.0	Date: 1/11/22
Iteration-Plan	

5. Evaluation Criteria

The quality of our implementation will be evaluated on two different criteria, performance and complexity. We will be looking at if our iteration of A Dark Moon performs correctly as in no bugs or crashes. We will also be evaluating the complexity and thoroughness of the implementation when it comes to including requirements. For this first iteration, it is our goal to get a working build of the game running with a moderate amount of complexity. There should be multiple resources that interact with each other. The screen 3 use case, which deals with exploration, should also be functional, but not complete. The success of these goals will be measured by determining if there is enough of the game implemented in this iteration for a player to enjoy. The player should be able to interact with the three different use cases and experience some but not all of the functionality provided in each case. For screen 1, this entails being able to collect wood and spend resources in a shop. For screen 2, this entails being able to manage a village population and upgrade the village with resources. For screen 3, this entails being able to move around and explore.