
Dumb Dino

**Cuadrado
Iteration Plan**

Version <1.0>

Cuadrado	Version: <1.0>
Iteration Plan	Date: 1/11/2022
Iteration Plan	

Revision History

Date	Version	Description	Author
1/11/2022	<1.0>	First Draft	Riley, John, Devin

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1. Introduction

1.1 Purpose

In this first iteration, the team's goal is to develop a working prototype of the Cuadrado game. Graphical user interfaces should be implemented in the code. Tile movements on the board screen for the "play" use case should be implemented alongside the GUI.

1.2 Scope

The scope of this document covers the plan for developing the game and covers the individual iterations of the product.

1.3 Definitions, Acronyms, and Abbreviations

none

1.4 References

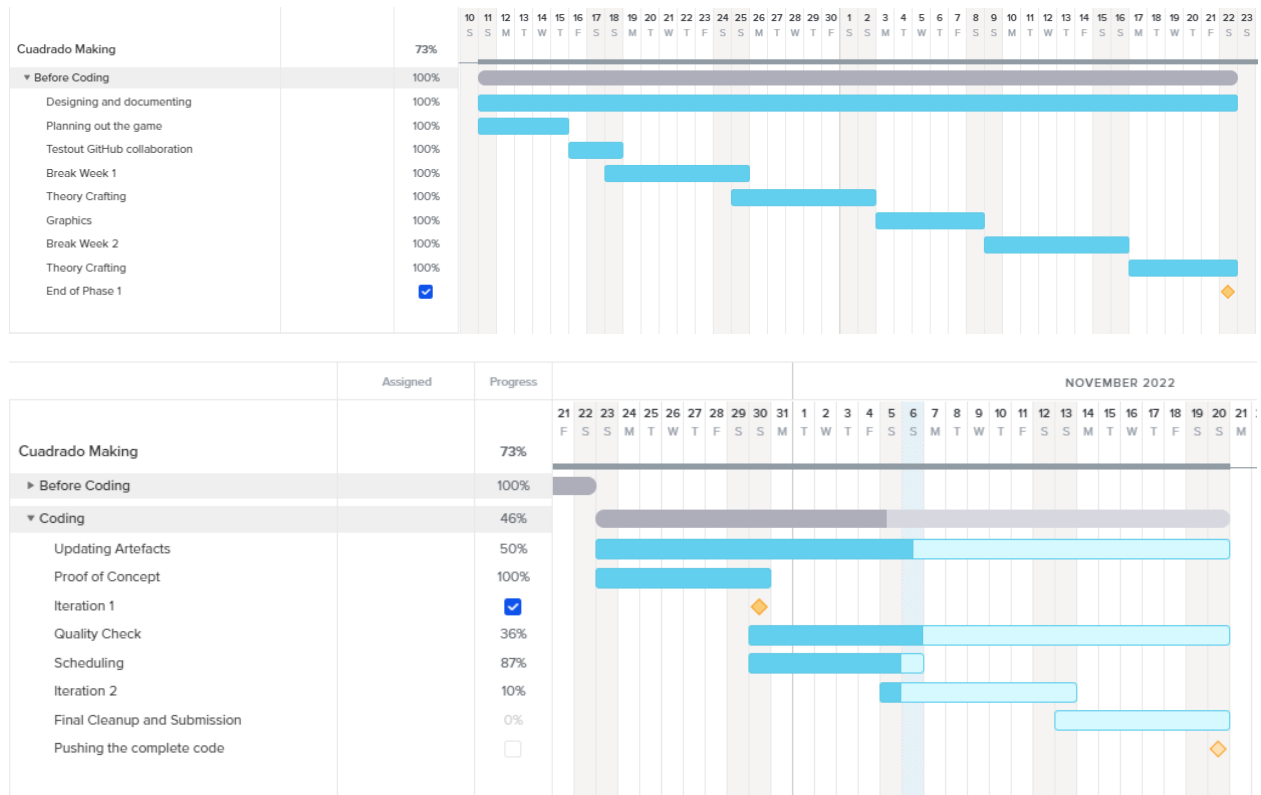
- Vision Statement
https://github.com/johnzheng0/448_Project/blob/main/Dumb%20Dino%20Project.pdf
- UI Prototype
https://github.com/johnzheng0/448_Project/tree/main/Documents_REQ/UI_Prototype
- Software-Requirement Specification
https://github.com/johnzheng0/448_Project/tree/main/Documents_REQ/Software_Requirements_Specifications
- Supplementary Specification
https://github.com/johnzheng0/448_Project/tree/main/Documents_REQ/Supplementary_Specifications
- Use Case Specification
https://github.com/johnzheng0/448_Project/tree/main/Documents_REQ/Use_Case_Specifications
- Software Architecture Document
https://github.com/johnzheng0/448_Project/tree/main/Documents_AD/Software_Architecture_Document
- Use Case Realization Document
https://github.com/johnzheng0/448_Project/tree/main/Documents_AD/Use-Case-Realization_Specification

1.5 Overview

This document seeks to set and organize the features and milestones intended to be reached with each phase of development.

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2. Plan



3. Resources

- 3.1 Human Resources
 - Project's team:
 - Course members: professors and lab assistants
- 3.2 Software Resources
 - VSCode
 - Github
 - Google Docs
 - Python
 - Godot
 - Figma
- 3.3 Hardware Resources
 - Personal Computers

4. Use Cases

Iteration Related Use-Cases:

- Play
- Setting

5. Evaluation Criteria

- Responsiveness of interactions
- Intuition of Interaction

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- Speed of Win Check
- Error Handling
- Expected Output