# Project Plan – An Update

| Project Plan Update | | | |
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| **Stage** | **Expected Start Date** | **Expected Completion Date** | **Products/ Deliverables/ Outcomes** |
| 1. Initiation | | 2nd February | PID |
| 2. Sprints Plan | 3rd February | 7th February | Have a plan and order of implementation which project will follow. |
| 3. Sprint One | 8th February | 15th February | Weekly brief update, Sprint One completed and tested. |
| 4. Sprint Two | 16th February | 22nd February | Weekly Update, Sprint Two completed and tested |
| 5. Sprint Three | 23rd February | 7th March | Weekly Update, Sprint Three Completed and tested |
| 6. Testing | 8th March | 13th March | Testing of whole prototype from more people, gather feedback |
| 7. Sprint Four | 14th March | 21st March | Weekly Update. Complete Sprint Four, which in this case are improvements implemented gathered from testing. |
| 8. Playable game / Sprint Five | 22th March | 10th May | Weekly brief update, playable game combining previously created and tested features. Fixing bugs, polishing out the game. |
| 9. Draft Report | | 04th May | PRCO304 Draft Report |
| 10. Final Report | | 17th May | PRCO304 Report |

The Updated Schedule for the module. Major change was placed in the Sprint Three, where the progress was delayed, delaying everything afterwards by one week. This was considered in the initial risk assessment, where I have assigned two weeks at the end of the project for any delayed with the project.