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Scape From Mon
Project Plan

1   Introduction

The project team will create a mobile game on Android studio environment. The project team will gain a better understanding of how to start a mobile application life cycle. Open Unified Process will be used to carry out the project lifecycle. Team that will develop the project consists of three engineers who will take multiple roles throughout the project. At the end of the project, it is planned to have a game application available for Android mobile devices.

2   Project organization

Project Team Name	Role And Responsibility	Staff Name
Project Management Team	-Plan, schedule, budget, execute, and deliver the software project. -Supervise the development team	Sibel BÜYÜK
Development Team	-Develop the features laid out in the iteration. -Estimate the amount of time needed to deliver a given task.	İbrahim AKÇAL
Quality Assurance Team	-Providing support to projects to ensure the adequate practices are used during the development process -Evaluate the execution of processes and production of deliverables. -Identify and document deviations in the use of standards.	Rukiye ŞAHİN Sibel BÜYÜK

Test Team	-Responsible for ensuring that the software solution meets the requirements and complies with the quality standards. -Understand feature requirements -Create and execute test cases to detect bugs and defects.	Rukiye ŞAHİN

3 Development process and measurements

Throughout the development process Open UP will be used. Progress will be tracked using weekly review meetings. Development process will consist of strictly time-boxed sprints. Each sprint will consist of 4 weeks where each sprint there will be a retrospective and review meeting. In the retrospective meetings, the problems affecting the team performance will be discussed. In the review meetings, whether the team reached its objectives or not will be discussed. Also, at the beginning of each sprint there will be a planning meeting in which the team will come together and plan the next iteration. In all iterations, all documents will be reviewed and improved according to the new clarifications. Developing a mobile game to use the Unity platform. Unity is a platform for building beautiful and engaging 3D, and 2D, games. It supports C#. Using object-oriented programing approach. In the design phase using UML.

4 Project milestones and objectives

Phase	Iteration	Primary objectives (risks and use case scenarios)	Scheduled start or milestone	Target velocity
Inception	I1	Objectives 1. Prepare Risk List 2. Prepare Project Plan 3. Prepare Vision 4. Prepare Glossary 5. Prepare Work Item List 6. Prepare Supporting Supplementary Specification 7. Start designing the core architecture 8. Prepare Use Cases 1. Prepare detailed description 2 use cases	22.03.22 - 05.04.22	14

Elaboration	I2	Objectives 1. Start implementation of "Play Game" use case 2. Finish the core architecture 3. Start preparing test cases for the use case "Play Game" 4. Start implementation of "Change Settings" use case 5. Start implementation of "Change Player Attributes" use case	05.04.22 - 26.04.22	15
Elaboration	I3	Objectives 1. Establish the solution architecture 2. Building and testing a skinny version of the system.	05.04.22 - 24.05.22	17
Construction	I4	Objectives 1. Complete all the levels that are planned.	24.05.22 - 30.05.22	18

5 Deployment

Releasing the mobile game application requires submitting Google Play for Android apps. An app's release in the app store requires preparing metadata including:

The app's title	Description	Category	Keywords	Launch icon	App store screenshots

New versions of the game will be defined periodically according to the future of the game in the market and the bugs detected. After a few hours of submission, the game app became available in the app store.

6   Lessons learned

- Every iteration, each of the artifacts must be reviewed and updated if necessary.
- Design Document and Architecture Notebook need to be enhanced with the diagrams that represent the system and the interactions in it.
- The Architectural Mechanisms Section in Architecture Notebook needs to include the mechanisms that are set up in the system to handle issues like scalability or robustness.
- For iterations we found it hard to meet the deadlines, this took us to the point where we need to make more well-grounded estimates and make time management better.
- Especially when it comes to more technical documents, it was hard to enhance the document with sufficient information. Maybe we need to study these documents and examples more.
- Since we didn't have enough resources, most of the iterations we have made the distribution of tasks as follows: One of us will be responsible for documents, another one will be responsible for testing and the last of us will be responsible for the development. This distribution was not good at long term since it created dependency for other team members to the one who was responsible for development. This made it hard to meet deadlines and not feel overloaded for each of us.
- It is very important to have guides to measure the quality of other teams' artifacts and give them useful suggestions.
- For all the team members, it was hard to find enough time to do the tasks. Maybe we could have made the project selection by taking into consideration the resources we have.