

SCAPE FROM MON	
Iteration 3 Plan	Date: 29/04/2022

Project “Scape From Mon”

Iteration 3 Plan

1. Key milestones

The iteration plan consists of nine milestones to be reached at the specified dates given below:

Milestone	Date
Iteration starts.	26.04.2022
Developments for the rest of the “Change Settings” use case and for the “Play Game” use case -only for first level- starts.	27.04.2022
Test phase starts for Iteration 3’s developments.	02.05.2022
Studies for Iteration 3’s artifacts start	09.05.2022
Use cases that will be realized in Iteration 4 are ready in fully dressed style.	15.05.2022
Development phase completed.	20.05.2022
Test phase completed	21.05.2022
Iteration 3 artifacts and the iteration 4 plan is ready	21.05.2022
Iteration completed.	24.05.2022

Table 1: Scape From Mon Iteration 3 Milestones

2. High-level objectives

- Finish the implementation for the parts that are not developed yet in the use case “Change Settings”
- Start implementation of the “Play Game” use case for level 1.
- “Play Game” and “Change Settings” use cases’ requirements will be reviewed.
- Update the specified points in the Design Document and the Test Document that are emphasized by the Quality Assurance Team.
- Prepare the Architecture Notes Document.
- Prepare Iteration 4 plan.
- Any detected project management related issues will be discussed, and the risk list and project plan will be updated.
- Write the use cases that will be realized in Iteration 4 in fully dressed style.

3. Work Item assignments

Please see the Work Items List for Work Items to be addressed in this iteration.

4. Issues

No specified issue exists.

5. Evaluation criteria

- Language of the game can be switched between English and Turkish.
- Game can be played for the first level.
- Exit button, load game button and the new game buttons work successfully.
- All test cases are detected for the first level of the “Play Game” use case and the “Change Settings” use case.
- Use cases that are aimed to be realized in the

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- Iteration 4 are written in fully dressed style.
- Iteration 3's artifacts ready.
- Iteration 2's artifacts revision ed.
- Iteration 4 plan is ready.

6. Assessment

Assessment will be done at the end of the iteration.

7. Iteration Burndown

Iteration burndown will be done at the end of the iteration.