

Scape From Mon	
Project Plan	Date: 02/04/2022

Scape From Mon Project Plan

1 Introduction

It is planned that the project will be developed in x sprints. Each sprint will be time-boxed and last 4 weeks. Open Unified Process will be used to carry out the project lifecycle. Team that will develop the project consist 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 Mobiles.

2 Project organization

Team Member	Designer	Developer	Analyst	Tester
İbrahim Akçal	X	X		
Rukiye Şahin			X	X
Sibel Büyük			X	

3 Development process and measurements

Throughout the development process OpenUP 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.

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	08.03.22 - 01.04.22	15

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		8. Prepare Use Cases 1. Prepare detailed description 2 use cases		
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 - 02.05.22	16
Elaboration	I3			
Construction	I4			

5 Deployment

Not specified.

6 Lessons learned

Not specified.