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| Scape From Mon | |
| Iteration 2 Plan | Date: <29/04/2022> |

Project “Scape From Mon”

Iteration 2 Plan

1. Key milestones

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

| Milestone | Date |
|--|------------|
| Iteration starts. | 05.04.2022 |
| Development phase starts. | 05.04.2022 |
| Test phase starts. | 09.04.2022 |
| Start producing Iteration 3 plan. | 22.04.2022 |
| Development phase completed. | 22.04.2022 |
| Test cases ready for the “Play Game” use case. | 24.04.2022 |
| Iteration completed. | 26.04.2022 |

Table 1: Scape From Mon Iteration 2 Milestones

2. High-level objectives

- Finish the level cycle system of the game.
- Start implementation of the “Play Game” use case for level 1.
- Prepare Test cases for the “Play Game” use case.
- Prepare Test cases for the “Change Settings” use case.
- Start implementation of the “Change Settings” use case for level 1.
- “Play Game”, “Change Settings” and “Change Player Attributes” use cases’ requirements will be reviewed.
- If there any, the changed requirements will be updated on the related documents.
- If there any, update the glossary with the newly added terms during the iteration.
- Any detected project management related issues will be discussed, and risk list and project plan will be updated.

3. Work Item assignments

Work Item 5,12,13,15,16,17,18,19,20,21,22 and 24 from Work Item List document will be addressed throughout the iteration.

4. Issues

No specified issue exists.

5. Evaluation criteria

Modular core architecture is ready.

All test cases are detected for the “Play Game” and “Change Settings” use cases and “Change Setting” use case response to technical demo.

At least 100% percent of each started use case are ready.

Documents are reviewed and baselined under revision control.

The end users accept end user documentation updates.

6. Assessment

This section will be filled at the end of Iteration 2.

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|-------------------|------------------|
| Assessment target | Entire Iteration |
| Assessment date | 26/04/2022 |
| Participants | All team members |
| Project status | Green |

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- **Assessment against objectives:**
- **Work Items: Planned compared to actually completed**
 - All work items for this iteration are not completed.
- **Assessment against Evaluation Criteria Test results**
 - The game initials version with change settings are produced and sent to review; they will be baselined under version control afterwards.
- **Other concerns and deviations**

7. Iteration Burndown

Human resource and working hours for each iteration day is expected to be the same in terms of amount. Weekends are considered as workdays as well. Total work amount was defined in terms of man-hour. Burn-down graph for Iteration 2 can be seen below:

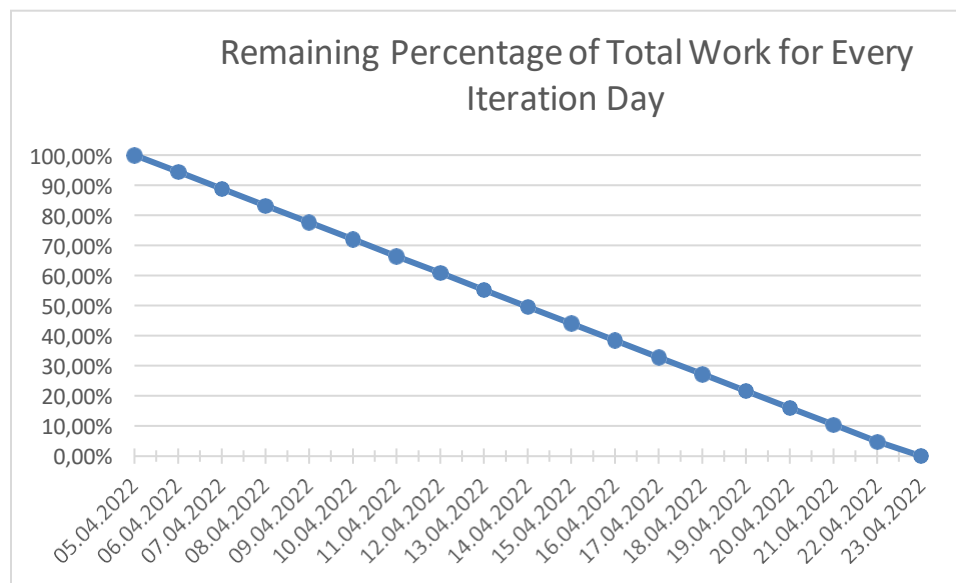


Table 2: Remaining Percentage of Total Work for Every Iteration Day