

## 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 starts	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.
- Prepare Test cases of the “Play Game” use case for level 1 and the rest of the use case “Change Settings” .
- “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

Work Item 13,17 and 23 from the Work Item List document will be addressed throughout the 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

Iteration 4 are written in fully-dressed style.

- Iteration 3's artifacts ready.
- Iteration 2's artifacts revisioned.
- Iteration 4 plan is ready.

## 6. Assessment

Assessment target	Iteration 2
Assessment date	23.04.2022
Participants	Sibel Büyük, İbrahim Akçal, Rukiye Baştuğ
Project status	<ul style="list-style-type: none"><li>- Development of the Level-Cycle Subsystem was started but couldn't be finished. It will go on in Iteration 3.</li><li>- Implementation of the "Play Game" use case started.</li><li>- Test cases and test scripts for the "Play Game" use case are ready.</li><li>- Sound can be turned on and off in the game as a part of the "Change Settings" use case.</li><li>- Implementation of the use case "Change Player Attributes" didn't start.</li><li>- Modular core architecture is ready.</li><li>- Iteration 2 artifacts are revisioned by the reviews of the Quality Assurance Team.</li><li>- Although Design Document, Test Documents and the Source Code is ready within the scope of Iteration 2, Architecture Notes could not be prepared.</li><li>- Iteration 3 plan is ready.</li></ul>

