

Scape From Mon	
Iteration Plan	Date: <02/04/22>

Scape From Mon Iteration 2 Plan

1. Key milestones

[Key dates showing timelines, such as start and end date; intermediate milestones; synchronization points with other teams; demos; and so on for the iteration.]

Milestone	Date
Iteration start	05.04.22
Core architecture is ready.	12.04.22
Test cases ready for the “Play Game” use case.	24.04.22
Iteration stop	26.04.22

2. High-level objectives

- Finish the core architecture of the application
- Start implementation of the “Play Game ” use case for level 1.
- Prepare Test cases for the “Play Game” use case.
- Start implementation of the “Change Settings” use case for level 1.
- Start implementation “Change Player Attributes ” use case for level 1.

3. Work Item assignments

Work Item 4,7,9 and 15 from Work Item List document will be addressed throughout the iteration

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4. Issues

No specified issue exists.

5. Evaluation criteria

- Modular core architecture is ready.
- All test cases are detected for the “Play Game” use case
- Favorable response to technical demo.
- At least 30% percent of each started use case are ready.

6. Assessment

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

Assessment target	
Assessment date	
Participants	
Project status	

- **Assessment against objectives**
- **Work Items: Planned compared to actually completed**
- **Assessment against Evaluation Criteria Test results**
- **Other concerns and deviations**