Project "Scape From Mon"

Iteration 4 Plan

1. Key milestones

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

Milestone	Date
Iteration starts.	24.05.2022
Developments for the rest of the "Play Game" use case -only for second level- starts.	24.05.2022
Test phase starts for Iteration 4's developments.	01.06.2022
Studies for Iteration 4's artifacts start	24.05.2022
Development phase completed.	10.06.2022
Test phase completed	11.06.2022
Iteration 4 artifacts and the iteration 5 plan is ready	11.06.2022
Iteration completed.	14.06.2022

Table 1: Scape From Mon Iteration 3 Milestones

2. High-level objectives

- Finish the implementation for all parts that are not developed yet in the use case "Play Game"
- Start implementation of the "Play Game" use case for level 2.
- "Login" and "Change Player Attributes" 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.
- Update the Architecture Notes Document.
- Update Iteration 4 plan.
- Any detected project management related issues will be discussed, and the risk list and project plan will be updated.

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

- Game can be played for the first – second level.
- All test cases are verified 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's artifacts ready.
- Iteration 3's artifacts revision ed.

6. Assessment

Summary of the iteration from the objectives' perspective as below:
- Game can be played for the first, second and third level as aimed.
- Testing is carried out for the "Play Game" and "Change Settings" Use Cases
- Artifacts for the fourth iteration are ready.
- Implementation for the detailed version of the Play Game use case is ready.
- Login and "Change Player Attributes" use cases' requirements weren't reviewed.
- Iteration 3 artifacts are reviewed according to the comments of the Quality Team.
- Project Management related issues like who will be responsible for which document is discussed and clarified.
- The Project Plan was updated but the Risk List was not updated.
- Although all milestones were achieved, they took more time than we had planned. So we could not adhere to the dates specified in the first section.

7. Iteration Burndown

T-Shirt Size	XS	S	M	L	XL
Estimate		3	5	3	
Done					