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Revision History

Date	Version	Description	Author
04/02/2022	1.0	Draft 1	Scape From Mon
07/04/2022	1.1	Version 1.1	Scape From Mon

Scape From Mon
Project Plan

1 Introduction

The project team will create a mobile game on Android studio environment. The project team will gain a better understanding of how to start a mobile application life cycle. Open Unified Process will be used to carry out the project lifecycle. Team that will develop the project consists 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 mobile devices.

2 Project organization

Project Team Name	Role And Responsibility	Staff Name
Project Management Team	-Plan, schedule, budget, execute, and deliver the software project. -Supervise the development team	Sibel BÜYÜK
Development Team	-Develop the features laid out in the iteration. -Estimate the amount of time needed to deliver a given task.	İbrahim AKÇAL
Quality Assurance Team	-Providing support to projects to ensure the adequate practices are used during the development process -Evaluate the execution of processes and production of deliverables.	Rukiye ŞAHİN Sibel BÜYÜK

	-Identify and document deviations in the use of standards.	
Test Team	-Responsible for ensuring that the software solution meets the requirements and complies with the quality standards. -Understand feature requirements -Create and execute test cases to detect bugs and defects.	Rukiye ŞAHİN

3   Development process and measurements

Throughout the development process Open UP 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. Developing a mobile game to use the Unity platform. Unity is a platform for building beautiful and engaging 3D, and 2D, games. It supports C#. Using object-oriented programing approach. In the design phase using UML.

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 8. Prepare Use Cases	22.03.22 - 05.04.22	14

		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 - 26.04.22	15
Elaboration	I3	Objectives 1. Establish the solution architecture 2. Building and testing a skinny version of the system.	05.04.22 - 24.05.22	17
Construction	I4	Objectives 1. Finalized and refined the system solution architecture.	24.05.22 - 30.05.22	18

5 Deployment

Releasing the mobile game application requires submitting Google Play for Android apps. An app's release in the app store requires preparing metadata including:

The app's title	Description	Category	Keywords	Launch icon	App store screenshots

New versions of the game will be defined periodically according to the future of the game in the market and the bugs detected. After a few hours of submission, the game app became available in the app store.

6   Lessons learned

Lessons learned is the knowledge gained from the process of conducting a project. This includes the positives and negatives. The lessons learned process consist of following four steps in the project.

1. **Identify** – Setting meetings and collect the comments and recommendations that can be learned. Every review meeting team tries to detect successful and unsuccessful practices.

2. **Document**—Document the lessons learned after every meeting.

3. **Analyze** – Analyze and organize the lessons learned results to avoid repeating mistakes, gather best practices, trust building. Share these results with the teams.

4. **Store** –The lessons learned reports on a shared drive or in a cloud solution. That makes them available to all project teams.

5. **Retrieve** – The lessons learned reports, set up a keyword search capability to make them easily retrievable at any time during and after the project.