

Scape From Mon	
Iteration 2 Plan	Date: <02/04/2022>

## 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.
- Start implementation of the “Change Settings” use case for level 1.
- Start implementation “Change Player Attributes” 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 4,7,9 and 15 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” use case

Favorable response to technical demo.

At least 30% 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.

Assessment target	
Assessment date	
Participants	
Project status	

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

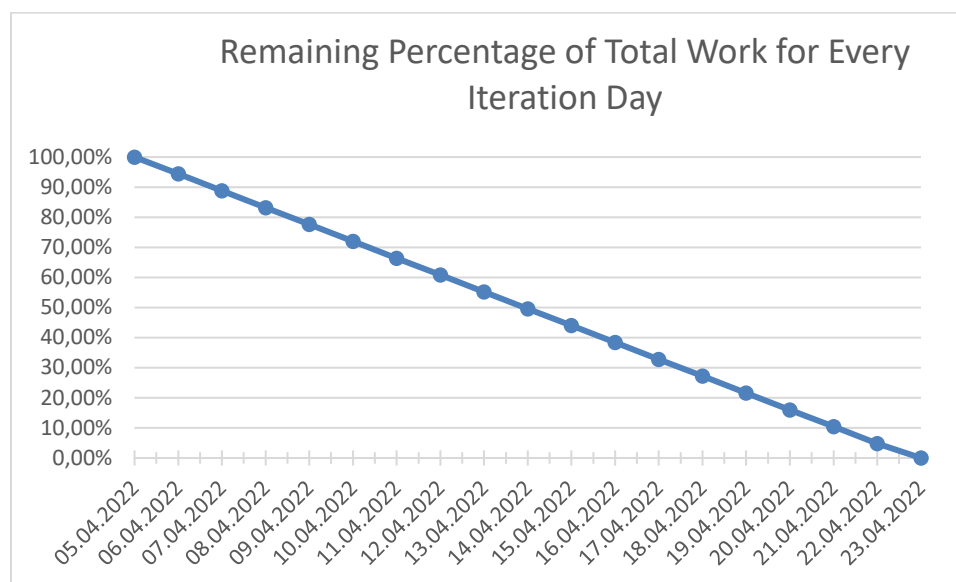


Table 2: Remaining Percentage of Total Work for Every Iteration Day