# 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 start | 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*

# 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.
  + “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.

# Work Item assignments

Please see the Work Items List for Work Items to be addressed in this iteration.

# Issues

No specified issue exists.

# 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 revision ed.
  + Iteration 4 plan is ready.

# Assessment

|  |  |
| --- | --- |
| Assessment target | Entire Iteration |
| Assessment date | 27/05/2022 |
| Participants | All team members |
| Project status | Green |

* **Assessment against objectives**
  + All project management and requirements related documents try to finalize end of the review process and developer in the team have generalized the design infrastructure of the software by finalizing technologies, programming languages and tools to be used. Thus, all objectives are partially achieved.

# Work Items: Planned compared to completed

* + All work items for this iteration are partially completed. All not done status items are postponed 5 iteration.

# Assessment against Evaluation Criteria Test results

* + Third versions are produced and sent to review; they will be baselined under version control afterwards.

# Other concerns and deviations

N/A

# Iteration Burndown

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **T-Shirt**  **Size** | **XS** | **S** | **M** | **L** | **XL** |
| Estimate |  | 3 | 6 | 2 |  |
| Done |  | 2 | 3 | 1 |  |