# 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 4 plan is ready | 11.06.2022 |
| Iteration completed. | 14.06.2022 |

*Table 1: Scape From Mon Iteration 3 Milestones*

# 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.

# 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

* + 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.

# Assessment

Assessment will be done at the end of the iteration.

1. **Iteration Burndown**

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