Document name	KPI's Team 4	
Document owner	Julian REINE	
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Cell	**Name**	**Description**
	Reach ++	Objectives achieved and surpassed
	Reach	Objectives achieved in time.
	Nearly reached	Objectives was almost achieved on time, but remains within the acceptance range.
	Not reach	Objectives not achieved in time.

Category	Name	Week 1		Week 2		Week 3		Week 4		Week 5		Week 6	
		Actual	Expected	Actual	Expected	Actual	Expected	Actual	Expected	Actual	Expected	Actual	Expected
Documents													
Documents	Functional specifications	10%	30%	50%	75%	100%	100%						
Documents	Technical specifications	0%	20%	20%	50%	50%	75%	100%	100%				
Documents	Test plan	20%	10%	50%	30%	70%	50%	80%	75%	100%	100%		
Documents	User manual	0%	10%	0%	10%	0%	30%	0%	50%	15%	75%	%	100%
Code													
Game Mechanics	Core game mechanisms used to make the user learn	5%	10%	5%	30%	35%	50%	60%	75%	90%	90%	100%	100%
Audio	Ambience of the game	70%	10%	75%	30%	80%	50%	80%	75%	82%	90%	100%	100%
Sprites	Main characters sprites	10%	10%	20%	30%	80%	50%	100%	75%	100%	90%	100%	100%
Map	Every continent (Asia, Africa, America, Europe, Australia	0%	10%	0%	30%	0%	50%	20%	75%	30%	90%	40%	100%
Menu	Menu's user interface with its features	20%	10%	30%	30%	60%	50%	75%	75%	75%	90%	0%	100%