**Project Schedule [UPDATED\* 06/10/2023]**

**High-Level Roadmap**

* **Strategic Goals**
* Transition from a waterfall to a scrum agile framework for project management and software development
* Integrate Extreme Programming (XP) (including pair programming and test-driven development (TDD)), as well as Kanban into business model
* Allow small teams to develop and deliver requirements independently and create fully functional results in a sprint.
* Increase customer satisfaction by improving time to market for new products and features.
* **Product Vision**
* Develop a portfolio of web (cloud) game apps that are fun, easy to use, and secure.
* Deliver gameplay with minimal lag and game stutter to allow total gamer domination!

**Low-Level Roadmap**

* **Q3 2023**: Develop a new agile development process
* Create a Product Backlog of items, features and tasks
* Create sprints to work on the backlog
* Start holding daily scrums (stand-ups) to track progress
* Start holding regularly scheduled sprint reviews and retrospectives to improve the process
* **Q4 2023**: Migrate existing projects to the new agile process
* Create a plan to migrate existing projects to agile using XP and Kanban
* Continue holding daily scrums
* Continue holding sprint reviews and retrospectives
* **Q1 2024**: Start development of new web (cloud) game apps using the new agile process
* Implement migration plan for all projects
* Continue holding daily scrums
* Continue holding sprint reviews and retrospectives
* Certified ScrumMaster course for all members of upper management via ScrumAlliance (<https://www.scrumalliance.org/get-certified/scrum-master-track/certified-scrummaster>)

**UPDATES**

*- Added sprint review scheduling task*

*- Changed sprint retrospective schedule to be unspecified until more information is known about project deadline and sprint durations*