
Global Frog Games

**Sir Stanley's Well Rounded Adventure
Iteration Plan**

Version 1.2

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Revision History

Date	Version	Description	Author
3/11/19	1.0	Initial writeup, scope and plan	Brooke Smith
3/11/19	1.1	Wrote iteration purpose, Resources, UCs, and Evaluation Criteria	Nick Bonavia
3/5/20	1.2	Final Edits	Brooke Smith

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Iteration Plan

1. Introduction

1.1 Purpose

The purpose of this iteration is to develop the Title screen, Map screen, and three mini games which consist of: Falling Food, Stan's Snacks, and Stan's Goalie Shootout. Once the initial game mechanics are complete, future iterations can focus on fine tuning game mechanics, updating graphics with higher fidelity art assets, and even the development of additional mini games and user rewards if time permits.

1.2 Scope

This iteration plan is being used for the base development of *Sir Stanley's Well Rounded Adventure*. This iteration plan will outline the basic plan for our development of three mini-games, the map screen, and the tutorials. Our group will work on some of these features/use-cases in teams of two and some of them individually. Because we are unaware of our own abilities with the Godot Engine, this first iteration plan is more of a loose guideline to see how much we can complete based on our initial estimates, rather than a strict plan.

1.3 Definitions, Acronyms, and Abbreviations

See the glossary.

1.4 References

Team website:

<http://riogrande.cs.tcu.edu/1920GlobalGameApp/index.html>

Glossary

Vision Document

Developers Guide

Software Development Plan

Installation and User Guide

Software Requirements Specification

Testing Plan

Github Repository:

<https://github.com/tcuseniordesigncourse/globalgameapp>

1.5 Overview

The remaining sections of this document entail our plan moving forward such as: basic timeline, the resources we will need for each step of the plan, and what use-cases the iteration will cover.

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2. Plan

Task	Start	End	Team Member
Basic Title Screen with play button	10/15	10/18	Brooke
Basic map screen	10/15	10/20	Sellars
Initial demo of title screen and map screen to client	10/21	10/21	Whole Team
Basic fruit of vegetable minigame	10/21	10/28	Sellars and Shane
Basic soccer minigame	10/21	11/15	Westen and David
Basic Falling Food minigame	10/21	11/15	Brooke and Nick
Tutorial scenes	11/9	11/17	Whole Team
UI in the minigames	11/10	11/17	Whole Team
Testing	11/15	11/20	Whole Team
Mini Games polished/fix errors	11/20	11/23	Whole Team
Demo 1 Complete	11/23	11/23	Whole Team
Deployment	11/24	11/25	Whole Team
Presentation	TBD	TBD	Whole Team

3. Resources

- Graphical/Art assets
- Nutritional facts
- Mobile Devices (Testing)
- Laptops/Workstations (Development)
- Graphic Design Members
- Nutritional Science Members

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4. Use Cases

- UC01 Open the app (Title Screen)
- UC02 Player taps play (Map Screen)
- UC03 Player clicks a map node (Tutorial screen)
- UC04 Player taps the house on the map (Falling Food)
- UC05 Player taps the grocery store on the map (Stan's Snacks)
- UC06 Player taps the soccer field on the map (Goalie Shootout)

5. Evaluation Criteria

For this iteration the primary focus is on the functionality of the above use cases as well as the flow of the game between scenes.. That is, do the mini games function as defined in their use case, such as the basic rules of each game; and can the user navigate seamlessly between Title Screen, Map Screen, Tutorial Screen, and Mini-Game screens. Graphical and audio fidelity are low priority for this iteration, and we plan to use temporary assets that will be replaced with higher fidelity assets in a future iteration.