# Global Frog Games

# Sir Stanley's Well Rounded Adventure
# Iteration 3 Plan

**Version 1.1**

# Revision History

| Date | Version | Description | Author |
|------|---------|-------------|--------|
| 15/4/20 | 1.0 | Initial Writeup | Brooke Smith |
| 3/5/20 | 1.1 | Final Edits | Brooke Smith |
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# Iteration Plan

## 1.    Introduction

### 1.1    Purpose

The purpose of this iteration is to polish the first Map Screen, complete the basic skeleton for Map 2, finish the fourth and fifth minigame (Color Categories and Goalie Defender), polish the UI by implementing themes, and to implement the save system.

### 1.2    Scope

This iteration plan is being used for the development of *Sir Stanley's Well Rounded Adventure*. This iteration plan will outline the basic plan for our development of the features listed above. Now that we are more comfortable with Godot, each team member has their own specific parts of the game that they will be working on.

### 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: the basic timeline, the resources we will need for each step of the plan, and what use-cases the iteration will cover.

2. **Plan**

| Task | Start | End | Team Member |
|------|-------|-----|-------------|
| Polished Map 1 | Feb 1 | Feb 10 | Brooke |
| Art Assets | Feb 1 | Continuous | Brooke, Shane |
| Map 2 | Feb 1 | Feb 10 | Brooke |
| Goalie Defender | Feb 1 | Feb 10 | Westen |
| Color Categories | Feb 1 | Feb 10 | Sellars |
| UI Themes | Feb 1 | Feb 10 | Nick |
| Save System | Feb 1 | Feb 10 | Sellars |

3. **Resources**
   ● Graphical/Art assets
   ● Nutritional facts
   ● Mobile Devices (Testing)
   ● Laptops/Workstations (Development)
   ● Graphic Design Members
   ● Nutritional Science Members

4. **Use Cases**
   ● UC02 Player taps play (Map Screen)
   ● UC11 Color Categories
   ● UC12 Goalie Defender

5. **Evaluation Criteria**

We will demo this iteration with both our professor and our client for quality. We will also constantly test functionality while in development.