
Global Frog Games

**Sir Stanley's Well Rounded Adventure
Iteration 5 Plan**

Version 1.1

Global Frog Games

Revision History

Date	Version	Description	Author
15/4/20	1.0	Initial Writeup	Brooke Smith
3/5/20	1.1	Final Edits	Brooke Smith

Global Frog Games

Table of Contents

1.	Introduction	4
1.1	Purpose	4
1.2	Scope	4
1.3	Definitions, Acronyms, and Abbreviations	4
1.4	References	4
1.5	Overview	4
2.	Plan	5
3.	Resources	5
4.	Use Cases	5
5.	Evaluation Criteria	5

Iteration Plan

1. Introduction

1.1 Purpose

The purpose of this iteration is to polish the art, sound, and content of our mobile game. This includes some UI elements like the tutorials, the “pre-game progress screen”, and the tips and achievements screen.

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 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/tcuseriordesigncourse/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.

Global Frog Games

2. Plan

Task	Start	End	Team Member
Collection Screen (Polish)	Mar 2	Mar 16	Sellars
Tips Screen (Polish)	Mar 2	Mar 16	Nick
Tutorials (Polish)	Mar 2	Mar 16	Nick
Tutorials/Tips Content	Mar	Mar 16	Brooke
UI Tweaks	Mar 2	Mar 16	Nick
Art Assets	Mar 2	Mar 16	Brooke, Shane

3. Resources

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

4. Use Cases

- UC10 Tips Screen
- UC09 Achievements
- UC03 Tutorial

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.