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**Global Frog Games**

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**Sir Stanley's Well Rounded Adventure  
Iteration 2 Plan**

**Version 1.1**

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# Global Frog Games

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## Revision History

Date	Version	Description	Author
16/1/20	1.0	Initial writeup, scope and plan	Brooke Smith
15/5/20	1.1	Final Edits	Brooke Smith

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# Global Frog Games

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## Iteration Plan

### 1. Introduction

#### 1.1 Purpose

The purpose of this iteration is to polish the first three mini games which consist of: Falling Food, Stan's Snacks, and Goalie Shootout, as well as add the basic skeleton of the Tips Screen and Collection Screen, game sounds/music, and a save system. This iteration has a strong focus on improving our current minigames and adding in the final crucial features. Once those have been added, we will start development on minigame 4 and minigame 5.

#### 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 the features listed above. Now that we are more comfortable with Godot, each team member has their own specific part 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/tcuseriordesigncourse/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.

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## 2. Plan

Task	Start	End	Team Member
Art Assets	December	Continuous	Brooke, Shane
Falling Food (polish)	December	Jan 24	Nick
Sam's Snacks (polish)	December	Jan 24	Shane, Sellars
Goalie Shootout (polish)	December	Jan 24	Westen, David
Sound implementation	January 14	Jan 31	Brooke
Tips Skeleton	January 14	Jan 31	David
Achievement/Collection Skeleton	January 14	Jan 31	David

## 3. Resources

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

## 4. Use Cases

- UC01 Open the app (Title Screen)
- UC02 Player taps play (Map Screen)
- UC03 Player clicks a map node (Tutorial screen)
- UC04 Falling Food
- UC05 Stan's Snacks
- UC06 Goalie Shootout
- UC10 Player taps Tips
- UC09 Player taps Achievements

## 5. Evaluation Criteria

For this iteration the primary focus is on the functionality of the above use cases as well as polishing what we already have. The end goal of this iteration is to have our true MVP (three minigames with art and sound, a save system, unlockables, and tutorials).