
Global Frog Games

**Sir Stanley's Well Rounded Adventure
Iteration 4 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

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Iteration Plan

1. Introduction

1.1 Purpose

The purpose of this iteration is to complete the second levels of our first few minigames, as well as our collection/achievements screen, and our tips screen. We also want to remake our tutorial UI as well as add in a few UI tweaks to the overall app.

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/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.

2. Plan

Global Frog Games

Task	Start	End	Team Member
Falling Food (Level 2)	Feb 10	Mar 2	Brooke
Stan's Snacks (Level 2)	Feb 10	Mar 2	Shane
Goalie Shootout (Level 2)	Feb 10	Mar 2	Westen
Collection Screen (Polish/Completion)	Feb 10	Mar 2	Sellars
Tips Screen (Polish/Completion)	Feb 10	Mar 2	Nick, Brooke
Tutorials	Feb 10	Mar 2	Nick
UI Tweaks	Feb 10	Mar 2	Nick
Art Assets	Feb 10	Continuous	Brooke, Shane

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

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