KIWI

Iteration	Period	Task
Iteration 1	27.02.2012 – 11.03.2012	General scene and Level 1 Quests coding
Character (H. CEM ÖZTÜRK)	Decrease Health Move Fire Die – Change Appearance Take Elements Open Element Info End of Level Checkpoint	
Zombies (EMEL TOPALOĞLU)	Decrease Health Move Throw elixir bottle AI (Follow Character) Freeze - Change Appearance Drop Element Make Element Jump	
Backpack (OYTUN ÖNAL)	Combine Elements Open Pop-up Choose Equation Drag and Drop Elements Check Element Quantity	
Scene (BAŞAK ECE CAN)	Building Movements Animations Melting Metal for Puzzle Automatic Throw	

Iteration	Period	Task
Iteration 2	12.03.2012 – 25.03.2012	Lewis Challenge Quest coding Level 1 Updates and Corrections
Character (H. CEM ÖZTÜRK)	Take Stones Pop-up Balloon that Promotes Students to to Collect Stones Level 1 Character Updates	
Zombies (EMEL TOPALOĞLU)	Drop Stones Stone Movements Level 1 Zombie Updates	
Pocket (OYTUN ÖNAL)	Track the Number of Stones Check if Solution is still probable	
Scene (BAŞAK ECE CAN)	Tunnel Background Animation Arrangement of the Stones on the Door (Puzzle) Check Puzzle Result Earthquake Open the Door	

Iteration	Period	Task
Iteration 3	26.03.2012 – 08.04.2012	Level 3 Quests coding Level 2 Updates and Corrections
Character (H. CEM ÖZTÜRK)	Level 3 Character Arrangements Level 2 Character Updates	
Zombies (EMEL TOPALOĞLU)	Level 3 Zombie Arrangements Level 2 Zombie Updates	
Pocket and Backpack (OYTUN ÖNAL)	Level 3 Backpack Arrangements Pocket Updates	
Scene (BAŞAK ECE CAN)	Change Liquid According to Conductivity Start Engine Level 2 Scene Updates	

Iteration	Period	Task
Iteration 4	09.04.2012 – 22.04.2012	All Quests plus story animations integration & test Sound Integrations
GUI (distributed among group members)	Open Hints (H. CEM ÖZTÜRK) Open Backpack (OYTUN ÖNAL) Start Next Level (BAŞAK ECE CAN) Character Selection (EMEL TOPALOĞLU) Level Selection (EMEL TOPALOĞLU) Select Difficulty (EMEL TOPALOĞLU) Beginning Animation (BAŞAK ECE CAN) Countdown Clock (H. CEM ÖZTÜRK) Sound Integrations (OYTUN ÖNAL)	

Iteration	Period	Task
Iteration 5	23.04.2012 – 06.05.2012	UAT Testing at ODTU High School
Level 1 Test (BAŞAK ECE CAN) Level 2 Test (EMEL TOPALOĞLU) Level 3 Test (OYTUN ÖNAL) GUI Test (H. CEM ÖZTÜRK)		

Iteration	Period	Task
Iteration 6	07.05.2012 – 20.05.2012	Revision of the coding based on UAT feedback Adding Tablet Controls
Revision of level 1 (BAŞAK ECE CAN) Revision of level 2 (EMEL TOPALOĞLU) Revision of Level 3 (OYTUN ÖNAL) Integration of Tablet Controls (H. CEM ÖZTÜRK)		

Iteration	Period	Task
Iteration 7	21.05.2012 – 09.06.2012	Final testing and packaging