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Abstract

The document contains an exposition of the tasks planned for “Iteration 2”.

Project Phasing – Iteration 3

Version 0.1

# Activities

During the iteration the following activities will be carried out:

1. Documentation
   1. Update URS with the available functionality of the final product
   2. Create a Design Document with up-to-date changes in the design of both the UI and back-end software.
   3. Process Report to showcase all the progress the has been accomplished.
   4. Update Work Division report.
2. Final Product:
   1. Fix bugs from prototype
   2. Extend the prototype to feature a buildable model containing more than one line
      1. Revise building algorithm.
      2. Bridge together front-end and back-end building.
   3. Extend the prototype with real-time dynamic features
      1. Implement auto-refreshable statistics.
   4. Extend the prototype with save/load functionality
      1. Employ serialization.
   5. Unit Testing
      1. Showcase meaningful Unit Tests.