GROUP 6 — TANKER

Purpose: Updates on current tasks, Quality Assurance Plan
Date: 10 October 2019
Time: 8:30 am
Place: **Remote**
Attendees: Rachel, Armaan, Evan, Kai, Negar
Absentee(s): TK

1. Example Tutorials by Saturday — Armaan
2. System Architecture Design = done
3. Class Diagram by Saturday — Kai
4. Backend: node.js
   a. Change to swift and firebase
5. NoSQL, realtime database (firebase)
   a. https://firebase.google.com/docs/database
   b. https://firebase.google.com/docs/database/ios/structure-data
6. Database Schema — Evan
7. OC test for automatic unit test
   a. https://useyourloaf.com/blog/unit-testing-with-ocunit/
   b. swift 's unit testing: ←
      https://www.raywenderlich.com/960290-ios-unit-testing-and-ui-testing-tutorial
   c. Testing video/ar and speech
8. How we envision to do the testing
9. Internal deadlines:
   a. Oct 25th start testing
   b. Second Testing Oct 30th
   c. Finger twister
      i. Successful for clicking and playing game
      ii. Progress is available
      iii. Loading correctly
      iv. Loading time is shorter
      v. No crashing
      vi. Correct dataflow
         1. Written to database
         2. Read correctly
10. User Acceptance Testing
    a. Start Nov 11 through to Nov 18
       i. Asking different users
          1. family/friends
          2. Range of ages
    b. After nov 18
       i. Implement feedback
       ii. Wrap project up before deadline on dec 2
11. Software
    a. Algorithm
       i. Cyclomatic complexity
          1. Measuring complexity of code

    b. Using features in Xcode to measure performance and capture code metrics
    c. http://oclint.org/
        i. Cleaning up code