**Iteration 1 Actual**

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| --- | --- | --- | --- | --- | --- |
| **Core Workflows/ Disciplines** | **Use Case/ Requirements** | **Activity/ Task** | **Time**  **(hours)** | **Actual Time (hours)** | **Resources(role)** |
| Requirement | BooksTeetime  ModifiesTeeTime  MakesStandingTeeTimeRequest  CancelsStandingTeeTimeRequest | BooksTeeTime  -Primary scenario(Gold)  Write Scenario  -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)  Write Scenario  ModifiesTeeTime  -Primary scenario(Gold)  Write Scenario  -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)  Write Scenario  MakesStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Write Scenario  CancelsStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Write Scenario | 2  4  2  3  2  1 |  | 3 Use case Specifier |
| Analysis | BooksTeetime  ModifiesTeeTime  MakesStandingTeeTimeRequest  CancelsStandingTeeTimeRequest | BooksTeeTime  -Primary scenario(Gold)  Domain Model  -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)  Domain Model  ModifiesTeeTime  -Primary scenario(Gold)  Domain Model  -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)  Domain Model  MakesStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Domain Model  CancelsStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Domain Model | 2  4  2  3  3  1 |  | 3 System analyst |
| Design | BooksTeetime  ModifiesTeeTime  MakesStandingTeeTimeRequest  CancelsStandingTeeTimeRequest | BooksTeeTime  -Primary scenario(Gold)  Interaction Diagram, Design Class diagram  -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)  Interaction Diagram, Design Class diagram  ModifiesTeeTime  -Primary scenario(Gold)  Interaction Diagram, Design Class diagram  -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)  Interaction Diagram, Design Class diagram  MakesStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Interaction Diagram, Design Class diagram  CancelsStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Interaction Diagram, Design Class diagram | 4  3  3  2  3  2 |  | 3 Use case Engineer |
| Implement | Books tee times  ModifiesTeeTime  MakesStandingTeeTimeRequest  CancelsStandingTeeTimeRequest | BooksTeeTime (Player-Gold)  -Primary scenario(Gold)  Implementing Object Oriented Design  -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)  Implementing Object Oriented Design  ModifiesTeeTime  -Primary scenario(Gold)  Implementing Object Oriented Design  -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)  Implementing Object Oriented Design  MakesStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Implementing Object Oriented Design  CancelsStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Implementing Object Oriented Design | 6  10  4  6  4  2 |  | 3 Component Engineer |
| Test | Books tee time  ModifiesTeeTime  MakesStandingTeeTimeRequest  CancelsStandingTeeTimeRequest | BooksTeeTime  -Primary scenario(Gold)   * Testcase * Test Procedure * Execution of test   -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)   * Testcase * Test Procedure * Execution of test   ModifiesTeeTime  -Primary scenario(Gold)   * Testcase * Test Procedure * Execution of test   -Secondary Scenario(Silver, Bronze, Clerk, Pro-shop staff)   * Testcase * Test Procedure * Execution of test   MakesStandingTeeTimeRequest  -Primary scenario(Shareholder member)   * Testcase * Test Procedure * Execution of test   CancelsStandingTeeTimeRequest  -Primary scenario(Shareholder member)   * Testcase * Test Procedure * Execution of test | 3  4  2  3  2  1 |  | 3 Test Engineer |
|  |  | **TOTAL:-** | 93 |  | 3 Use Case Specifiers  3 System Analysts  3 Use Case Engineers  3 Component Engineers  3 Test Engineers |

**Phase: Construction Iteration:1 Start Date: Jan 13, 2020 End Date: Jan 23, 2020**