**Iteration 1 Actual**

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

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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 (Player-Gold)  Write Scenario  -Secondary Scenario (Player-Silver)  Write Scenario  -Secondary Scenario  (Player-Bronze)  Write Scenario  -Secondary Scenario (Clerk)  Write Scenario  -Secondary Scenario (Pro-shop staff)  Write Scenario  ModifiesTeeTime  -Primary Scenario (Player-Gold)  Write Scenario  -Secondary Scenario (Player-Silver)  Write Scenario  -Secondary Scenario  (Player-Bronze)  Write Scenario  -Secondary Scenario (Clerk)  Write Scenario  -Secondary Scenario (Pro-shop staff)  Write Scenario  MakesStandingTeeTimeRequest  -Primary Scenario (Shareholder member)  Write Scenario  CancelsStandingTeeTimeRequest  -Primary Scenario (Shareholder member)  Write Scenario | 3  2  2  2  2  3  2  1  1  1  3  1 | 2  1  1  1  1  2  1  1  1  1  2  1 | 4 Use Case Specifiers |
| Analysis | BooksTeeTime  ModifiesTeeTime  MakesStandingTeeTimeRequest  CancelsStandingTeeTimeRequest | BooksTeeTime  -Primary scenario(Player-Gold)  Domain Model  -Secondary Scenario(Player-Silver)  Domain Model  -Secondary Scenario  (Player-Bronze)  Domain Model  -Secondary Scenario (Clerk)  Domain Model  -Secondary Scenario (Pro-shop staff)  Domain Model  ModifiesTeeTime  -Primary scenario(Player-Gold)  Domain Model  -Secondary Scenario(Player-Silver)  Domain Model  -Secondary Scenario  (Player-Bronze)  Domain Model  -Secondary Scenario (Clerk)  Domain Model  -Secondary Scenario (Pro-shop staff)  Domain Model  MakesStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Domain Model  CancelsStandingTeeTimeRequest  -Primary scenario(Shareholder member)  Domain Model | 3  2  2  1  1  3  2  2  1  1  3  2 | 2  1  1  1  1  2  1  1  1  1  2  1 | 4 System Analysts |
| Design | BooksTeeTime  ModifiesTeeTime  MakesStandingTeeTimeRequest  CancelsStandingTeeTimeRequest | BooksTeeTime  -Primary scenario(Player-Gold)  Interaction Diagram, Design Class diagram  -Secondary Scenario(Player-Silver)  Interaction Diagram, Design Class diagram  -Secondary Scenario  (Player-Bronze)  Interaction Diagram, Design Class diagram  -Secondary Scenario (Clerk)  Interaction Diagram, Design Class diagram  -Secondary Scenario (Pro-shop staff)  Interaction Diagram, Design Class diagram  ModifiesTeeTime  -Primary scenario(Player-Gold)  Interaction Diagram, Design Class diagram  -Secondary Scenario(Player-Silver)  Interaction Diagram, Design Class diagram  -Secondary Scenario  (Player-Bronze)  Interaction Diagram, Design Class diagram  -Secondary Scenario (Clerk)  Interaction Diagram, Design Class diagram  -Secondary Scenario (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 | 5  3  3  3  3  3  2  2  2  2  3  2 | 3  2  2  2  2  3  1  1  1  1  2  1 | 4 Use Case Engineers |
| Implement | BooksTeeTime  ModifiesTeeTime  MakesStandingTeeTimeRequest  CancelsStandingTeeTimeRequest | BooksTeeTime (Player-Gold)  -Primary scenario(Player-Gold)  Implementing Object Oriented Design  -Secondary Scenario(Player-Silver)  Implementing Object Oriented Design  -Secondary Scenario  (Player-Bronze)  Implementing Object Oriented Design  -Secondary Scenario (Clerk)  Implementing Object Oriented Design  -Secondary Scenario (Pro-shop staff)  Implementing Object Oriented Design  ModifiesTeeTime  (Player-Gold)  -Primary scenario(Player-Gold)  Implementing Object Oriented Design  -Secondary Scenario(Player-Silver)  Implementing Object Oriented Design  -Secondary Scenario  (Player-Bronze)  Implementing Object Oriented Design  -Secondary Scenario (Clerk)  Implementing Object Oriented Design  -Secondary Scenario (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 | 5  3  3  3  3  5  3  3  3  3  4  4 | 4  2  3  3  3  4  3  3  3  3  3  3 | 4 Component Engineers |
| Test | BooksTeeTime  ModifiesTeeTime  MakesStandingTeeTimeRequest  CancelsStandingTeeTimeRequest | BooksTeeTime  -Primary scenario(Player-Gold)   * Testcase * Test Procedure * Execution of test   -Secondary scenario(Player-Silver)   * Testcase * Test Procedure * Execution of test   -Secondary scenario(Player-Bronze)   * Testcase * Test Procedure * Execution of test   -Secondary scenario(Clerk)   * Testcase * Test Procedure * Execution of test   -Secondary scenario(Pro-shop staff)   * Testcase * Test Procedure * Execution of test   ModifiesTeeTime  -Primary scenario(Player-Gold)   * Testcase * Test Procedure * Execution of test   -Secondary scenario(Player-Silver)   * Testcase * Test Procedure * Execution of test   -Secondary scenario(Player-Bronze)   * Testcase * Test Procedure * Execution of test   -Secondary scenario(Clerk)   * Testcase * Test Procedure * Execution of test   -Secondary scenario(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  2  2  2  2  3  2  2  2  2  3  3 | 3  2  2  2  2  3  2  2  2  2  2  2 | 4 Test Engineers |
|  |  | Total: | 149 | 115 | 4 Use Case Specifiers  4 System Analysts  4 UseCase Engineers  4 Component Engineers  4 Test Engineers |