***חלק ראשון: הגדרת SDP – software development plan –***

***איטרציה 2***

* Scrum master - centralizing the work: Avishay Hershkovitz 209460443
* Frontend developer - development of the part responsible for presentation to the client: Yuval Zohar 318159373
* Backend developer - developing the database and working with it.: Liel Pasman 323068502
* Product manager - representing the client in the team (according to the design thinking carried out): Avihay Hadad 209286665
* UI – interface design: Liza Shvachka 206236176
* QA - software testing: Elad Fisher 318882800

קישור לGitHub:

<https://github.com/CumputingCloud-G15/HW3>

קישור לGoogle colab של המטלה:  
<https://colab.research.google.com/drive/1KNDb0r5AzVRVIMxqP7NwKgWEhSsT4hpp?usp=sharing>

מידע של משתמשים לצורך התחברות והרצה:  
שחקן: שם משתמש: Bob, סיסמא: 123456  
מנהל: שם משתמש: Jane, סיסמא: 123456

Requirements:

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| --- | --- | --- | --- |
| Executor | Task | Requirement | Iteration |
|  |  |  | Iteration 2 |
| QA & frontend developer & UI – interface design – Elad & Yuval & Liza | Display a delete question button | Manager screen |  |
| QA & backend developer - Elad & Liel | Deleting the question from the DB |  |  |
| QA & frontend developer & UI – interface design – Elad & Yuval & Liza | Showing cumulative score of all games | Home Page |  |
| QA & backend developer - Elad & Liel | Saving the cumulative score in DB for each player |  |  |
| QA & backend developer - Elad & Liel | Retrieving the accumulated score in DB for each player |  |  |
| QA & frontend developer & UI – interface design – Elad & Yuval & Liza | Increasing the button to go to the information page |  |  |
| QA & backend developer - Elad & Liel | Adding a Session object in the DB for each game that contains:  Id, duration time, total questions amount, total score. | Database |  |
| QA & backend developer - Elad & Liel | Using the player object and not just the name alone |  |  |
| QA & backend developer - Elad & Liel | access the database and retrieve data about all the user's games |  |  |
| QA & frontend developer & UI – interface design & backend developer – Elad & Yuval & Liza & Liel | Presentation of a PIE chart at the end of a game depicting the distribution of correct/incorrect answers. | game summary screen with a graph illustrating the performance of the player in the current game |  |
| QA & backend developer - Elad & Liel | Removal of indication of correct/incorrect answers using "circles" when more than 15 questions were answered in the game. |  |  |
| QA & frontend developer & UI – interface design & backend developer – Elad & Yuval & Liza & Liel | Displaying progress to the user - the question number from the total number of remaining questions. | Question presentation screen |  |
| QA & scrum master & frontend developer & UI – interface design – Elad & Avishai & Yuval & Liza | Coordination of the screens by their design. | UI |  |
| QA & frontend developer & UI – interface design & backend developer – Elad & Yuval & Liza & Liel | Presenting a graph for the player's last 10 games with accuracy in each game and total games | Player status page |  |
| QA & Product Manager – Elad & Avihay | Writing acceptance test | Writing acceptance test |  |

Acceptance tests:

|  |  |  |  |
| --- | --- | --- | --- |
| **TestID** | **Description** | **Expected Result** | **Precondition** |
| Delete\_Question\_Success | Manager press on the button “Delete question”. | The question in present in the list of questions. The question deleted from DB. | The user is logged in.  There is a connection to the database. |
| Showing\_Game\_Score\_ Success | The score present to the user in the home page. | The score present to the user in the home page. | The user is logged in.  There is a connection to the database. |
| Showing\_Game\_Score\_ Failure | The score present to the user in the home page. | The user doesn’t see the score on the home page. | The user is logged in.  Error in DB connection. |
| Add\_Session\_Object\_to\_DB\_Success | The game session object added to DB at the end of the game. | New session object in DB. | The user is logged in.  There is a connection to the database.  User finished the game. |
| Add\_Session\_Object\_to\_DB\_Failure | The game session object added to DB at the end of the game. | There is no New session object in DB. | The user is logged in.  Error in DB connection.  User finished the game. |
| Present\_PIE\_Chart\_Sucess | The user end the game and see the PIE Chart. | PIE chart is presented to the user. | The user is logged in.  There is a connection to the database.  User finished the game. |
| Present\_PIE\_Chart\_Failure | The user end the game and can’t see the PIE Chart. | PIE chart is not presented to the user. | The user is logged in.  Error in DB connection.  User finished the game. |
| Limit\_circles\_less\_than\_15\_question\_Sucess | The user see indication about correct and wrong answer with “circles”. | The user see indication about correct and wrong answer with “circles”. | The user is logged in.  There is a connection to the database.  User finished the game.  The user chose less than 15 questions |
| Limit\_circles\_more\_than\_15\_question\_Sucess | The user not see indication about correct and wrong answer with “circles”. | The user not see indication about correct and wrong answer with “circles”. | The user is logged in.  There is a connection to the database.  User finished the game.  The user chose more than 15 questions |
| Present\_player\_status\_graph\_Success | Presenting a graph for the player's last 10 games with accuracy in each game and total games | The user can see the Player status graph. | The user is logged in.  There is a connection to the database.  The Player clicked “View profile” |
| Present\_player\_status\_graph\_Failure | Presenting a graph for the player's last 10 games with accuracy in each game and total games | The user will not see the Player status graph. | The user is logged in.  The Player clicked “View profile”  There is no connection to the database. |