

# **T-76.4115 Iteration Demo**

**The Freshmen (group 11)  
PP Iteration**

31.10.2012

# Agenda

- Project status
  - goals
  - tasks
  - effort
  - risks
- Experiences of work practices and tools
- Work results
  - requirements
  - architecture
- Comments and questions

# Freshman Orienteering Application

- F-Secure has a new cloud-based storage platform, F-Secure Content Cloud, that offers application developers a secure way to store customer data.
- The purpose of the Freshman Orienteering Application is to provide students an easy, fun and secure way to share great moments during an orienteering course for freshmen students. The application provides the students with information on the orienteering course and tasks they need to perform on orienteering checkpoints. The video, audio, still image files) and upload the results to Content Cloud.
- An equally important goal is to provide a sample application using F-Secure's Content Cloud and to test students capture the performing of the task (st the Content Cloud SDK.
- Application is developed for mobile devices, but desktop functionalities are needed for event organisers.
- Important non-functional requirements are ease of use, security and privacy.

# Status of the iteration's goals

## Goals - Project Planning - Status, 28.10.2012

- Goal #001: Construct a roadmap for the project as a whole, including the schedule and time allocation of the tasks over the iterations
  - Roadmap of iterations and time allocation is done, but needs to be revised during the iteration.
- Goal #002: Schedule weekly working times for the group
  - Done. Weekly working times are Tuesday and Thursday afternoons
- Goal #003: Develop and implement working practices for the team
  - Done. Communication channels, tools, roles and responsibilities are clarified.
- Goal #004: Get familiar with project management tools and methods
  - Done. Tools have been chosen.

# Status of the iteration's goals

## Goals - Understanding the domain - Status, 28.10.2012

- Goal #005: Clarify the purpose and function of the product under development for both the client and the end user
  - Done
- Goal #006: Gain an understanding of the identified stakeholders
  - Done
- Goal #007: Clarify decided technologies, getting familiar with them when needed
  - Ongoing. Technologies have been defined and part of them have been covered together with the group. Responsibilities of learning certain technological entities have been allocated to team members.

# Status of the iteration's goals

## **Goals -Requirements Elicitation - Status, 28.10.2012**

- Goal #008: Cooperating with the client in requirements elicitation, prioritising requirements
  - Done
- Goal #009: Building user stories based on requirements
  - Done
- Goal #010: Identifying nonfunctional requirements and constraints
  - Done

## **Goals - System design - Status, 28.10.2012**

- Goal #011: High level architectural outlines are decided upon
  - Done
- Goal #012: Provide a sufficiently well designed architecture which enables the development to start towards the end of this iteration
  - Ongoing. Development environment will be finalised during week 44

# Status of the iteration's goals

## Goals – Technology - Status, 28.10.2012

- Goal #013: Set up the development environment and supporting infrastructure (server, version control, register with APIs)
  - Ongoing. Will be finalised in week 44.

## Goals – Testing - Status, 28.10.2012

- Goal #014: Plan testing methods, research test automation for HTML5/JavaScript-based applications
  - Ongoing. Will be finalised in Iteration 1.

## Goals – Documentation - Status, 28.10.2012

- Goal #015: Plan the documentation which will be delivered to the customer as a result of the project
  - Done.
- Goal #016: Deliver clear reports which allow all the stakeholders to get a clear understanding of the project and the progress of the project
  - Done

# Status of the iteration's deliverables

## **Deliverables**

- Iteration plan - OK
- Project Plan - OK
- User Stories according to F-Secure definition of ready - OK for the next iteration, user stories concerning extended functionalities will be updated during sprints with the customer
- Requirements Document - OK, but will be revised iteratively
- Progress report -OK



# Realization of the tasks

- Tasks were divided under project planning, understanding the domain, requirements elicitation, system design, technology, testing and documentation goals.
- In total 48 tasks were defined
- 10 of the defined tasks weren't achieved as planned
- Example: **Project planning tasks**

Goal #001	Discuss requirements with the customer / All team members / 30 hours	Achieved as planned
	Create high level user stories / 4 team members / 24 hours	More team members participated, more hours were used (approx. 32 h)
	Validate user stories with the customer / Project manager / 4 hours	The group took part in the meeting with the customer, thus more hours were used (approx. 12 h)
	Prioritize user stories (customer input required) / Management team / 4 hours	The group took part in the prioritizing with the client

# Realization of the tasks

- More work will be done in Iteration 1 with testing

# Resource usage

Member	Credits	Allocated hours		Realized hours	Allocated hours	Allocated hours
		Total	PP Iteration	PP Iteration	I1	I2
Dex	6	147	15	27	60	72
Jukka	5	120	20	19	50	50
Ken	6	147	10	15	70	67
Raoul	8	201	20	19	100	81
Sanna	5	120	65	58	25	30
Tianshi	5	120	10	14	60	50
Tuomo	5	120	50	20	40	30
Vid	6	147	10	23	70	67
TOTAL		1122	200	195	475	

# Risks

- A developer quits in the middle of the project.
  - Crucial knowledge is lost. Project scope must be decreased.
  - Taking care of good team spirit. (avoiding) The development work of critical parts is done using pair programming. (minimizing effect)
- Leakage of API keys to the public code repository
  - In case API keys are compromised, we may lose access to the API or run out of quota.
  - explicit remind all project stakeholders to not to disclose API keys
- Client cannot deliver CAN
  - The geolocation information we get from mobile phone won't be accurate enough
  - Ensure client to provide CAN

# Risks

- Underestimating task time requirements
  - Project scope must be decreased
  - Follow up on time tracking and communicating changes with the client

# Used work practices

- Communication
  - Skype, email, Google docs & calendar, meetings
- Time reporting
  - Google Spreadsheet
- Version control & issue tracking
  - Github, Github issue tracker
- Weekly meetings
  - On Tuesdays and Thursdays
- New practices
  - Skype chat group has been created to ease communication with the client
  - Weekly meeting times will be used for coding – the Thursday meeting will serve as an info meeting on the status with the whole group.

# Results – Requirements

- 1. As a user/organizer I want to login to the service**
- 2. As an organizer I want to create an event**
  - 2.1 As an organizer I want to create groups**
  - 2.2 As an organizer I want to send out invites**
  - 2.3 As an organizer I want to create checkpoints**
    - 2.3.1 As an organizer I want to create tasks**
    - 2.3.2 As an organizer I want to give the tasks descriptions**
    - 2.3.3 As an organizer I want to mark locations of the checkpoints**
    - 2.3.4 As an organizer I want to assign personnel to the checkpoint (extended)
    - 2.3.5 As an organizer I want to give a hint on the next checkpoint (extended)
    - 2.3.6 As an organizer I want to give time limits to checkpoints (extended)
  - 2.4 As an organizer I want to overview the submitted content**
  - 2.5 As an organizer I want to grade tasks**
  - 2.6 As an organizer I want to display a scoreboard (extended)
  - 2.7 As an organizer I want to kick out a group (extended)
  - 2.8 As an event organizer I link my event to Facebook event (extended)
  - 2.9 As an organizer I want to give time limit to the event (extended)
  - 2.10 As an organizer I want to create a final multimedia show of the event (extremely extended...)

# Results – Requirements

- 3. As a user I want to enroll to an event**
  - 3.1 As a user I want to join a group**
  - 3.2 As a user I want to see the event area**
  - 3.3 As a user I want to complete a checkpoint**
    - 3.3.1 As a user I want to check in at a checkpoint**
    - 3.3.2 As a user I want to upload my submission to a task**
    - 3.3.3 As a user I want view the progress of my upload**
  - 3.4. As a user I want to skip a checkpoint (extended)
  - 3.5. As a user I want to see all the material I have submitted (extended)
  - 3.6 As a user I want to flag content as private (extended)
  - 3.7. As a user I want to delete content (extended)
  - 3.8 As a user I want to share content (extended)
  - 3.9 As a user I want to see the route which I used during the course (extended)
  - 3.10 As a user I want to upload content during the event also outside checkpoints (extended)
  - 3.11 As a user I want to see where other groups are (extended)



# Results – Requirements

## As a user I want to see the event area

Preconditions: The user has registered to an event and joined a group.

Acceptance Criteria: The user is presented with a view of the event area and the checkpoints (if they aren't set as hidden).

Test Plan: All checkpoints are on the visible map area.

Documents: test case, test log

Architectural guidance: Use a map api to get the map, use a geolocation api to get the location of the device.

Issues:

Importance for Customer: Must

Importance for Architecture: medium

Development Effort: medium



# Results – Requirements

**As a user I want to upload my submission to a task**

Preconditions: The user has checked in to a checkpoint.

Acceptance Criteria: A submission of the task (a file) resides in the CAN.

Test Plan: Test with different file formats, e.g. video, text;  
Use broken files, big size files, small size file, and DRM protected files

Documents: user manual, test case, test log

Architectural guidance: Use CAN SDK to upload files,  
use partial file upload.

Issues:

Importance for Customer: Must

Importance for Architecture: high

Development Effort: high



# Results – System Architecture

