Iteration 3 report

Wesley Meade:

From a team standpoint this iteration was a very good iteration. Everyone pushed through and did what they were supposed to do, which was excellent. This iteration was mainly styling, testing, polishing and quality of life changes.

**Edit profile:**

This feature was a feature put on the backlog from iteration two. This is a simple feature that allows users to change profile details, card details and password on the fly.

**Customer support testing:**

Customer support was the largest culprit for bugs as it was rushed on the last day of the last iteration for reasons I expressed in my last report. Most of the issue where with the refund section of the system. These bugs where found and promptly fixed. This part of the project is where most of my time went this iteration as the issues where somewhat complex.

**Rental detail testing:**

Rental detail worked perfectly in terms of functionality which was expected as when I sat down and wrote it, I was taking my time. However, while I was testing, I decided that the feature needed some quality of life changes in terms of the display of the name of the rental I changed it from displaying the unique ID to the name of the server in the rental. This is good as it makes it easier for the user to identify the rental.

**Payment testing:**

The payment system also worked perfectly in terms of functionality. Again, however in terms of quality of life I edited the recording of transactions, instead of recording all products from a cart purchase as a single transaction each product is recorded as a separate transaction. That makes partial refunds much easier in the refund system.

**Expiry system testing:**

The expiry system worked perfectly upon testing and no changes where necessary.

Gracjan Kucaj:

This iteration my focus was mainly to style and optimise the sharing server system., as well as running comprehensive tests for edit profile and the sharing system.

Styling the system was not a difficult task since most of the styling was done for the other pages, all I had to do was match that styling. Perhaps the most difficult part of the system was to implement the search bar. The search bar was not overly difficult however I ran into a few problems. One of the problems was that only certain search queries would show results. This boiled down to syntax and it is now fully working as it should be.

Testing the edit profile was extremely straight forward as the system is not particularly complex. There were no bugs that needed to be ironed out either which made this process much easier and quicker.

When it comes to the sharing system, a few bugs needed to be fixed. Mainly, once a server was placed in the cart and saved, and if the user deleted it from their cart without a transaction the server would be deleted from the saved list. This was fixed by creating a copy of the server and saving that. In this case, even if the server gets deleted, a copy of it still exists. The sharing system itself was working correctly apart from minor display bugs that were quickly stomped on.

Mark Leonard:

This iteration my focus was mainly to style and optimise the email system, as well as running extensive tests for the homepage.

The styling for the email was not difficult as I had experience working with the email styling from my project last year. Perhaps the most difficult part of the system was to implement the email system to show the correct values when necessary. The email system wasn’t very difficult, but I ran into a couple of issues. One problem was the correct info being shown in the email. The issue occurred from syntax and is working fine now.

Testing the homepage was quite simple as the homepage is not complicated. There were zero bugs, and such made the process of testing extremely easy.