

ChessEDU
Iteration Plan <Iteration ID>

Version <1.4>

ChessEDU	Version: <1.4>
Iteration Plan <Iteration ID>	Date: <11/11/2022>
chessedu_itpln	

Revision History

Date	Version	Description	Author
1/11/2022	1.0	First Draft	Rylan DeGarmo
4/11/2022	1.1	Revisions and finalization	Adair Torres
10/11/2022	1.2	Addressed TA's comments	Grant Jones
11/11/2022	1.3	Revised for Iteration 2	Adair Torres
11/16/2022	1.4	Revised for Iteration 3	Adair Torres

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1. Introduction

1.1 Purpose

In this third iteration, the team's mission is to develop a final version of the ChessEDU system. All of ChessEDU's functionalities must be implemented and operational. All graphical user interfaces must be able to fulfill their full functionalities.

1.2 Scope

This plan targets tasks and activities assignments especially in relation with artifacts production and code breakdown. This plan offers a vision on how these tasks and activities will be assigned among team members and what roles are involved during this iteration:

Implementer(s)

The implementer(s) participate to the following activities:

- Implement all graphical user interfaces for the web browser pages rendered by Flask.
- Implement Course Browser pagination features and redirection to selected course pages.
- Optimize code to improve efficiency and reduce load times.

Related Artifacts are: Code (Build)

Integrator

The Integrator participates to the following activities: Integrate the system and subsystems (Flask REST API, Manager objects, and databases).

Tester

The tester participates to the following activities: Plan tests for system functionalities and for all graphical interface(s) interactions.

Project Manager

The project manager participates to the following activities: Plan phases and iterations, develop iteration plan, schedule and assign work.

Related Artifacts are: Iteration Plan

1.3 Definitions, Acronyms, and Abbreviations

Refer to the Glossary Document (See References)

1.4 References

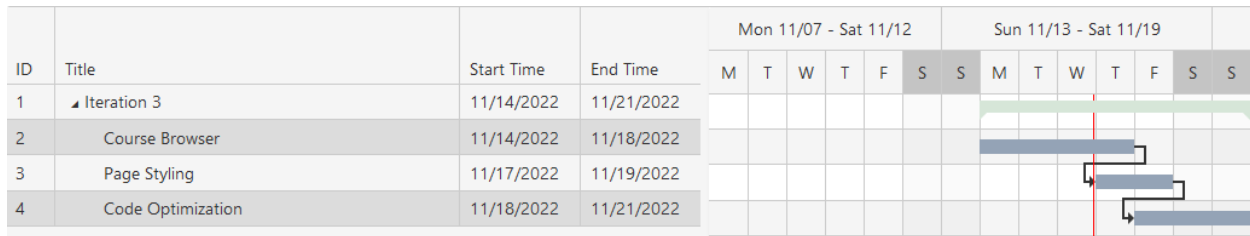
- Glossary Document, Glossary, LearningEDU, 2022
- The course web page <https://people.eecs.ku.edu/~saiedian/Teaching/448/>

1.5 Overview

This document presents the planning for the iteration and all resources needed.

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2. Plan



[Figure 2.1, Iteration 3 Gantt Diagram]

3. Resources

3.1 Human Resources

- *Project's Team:* Adair Torres, Chinh Nguyen, Jack Reynolds, Grant Jones, Rylan DeGarmo
- All course members: professors and lab assistant.

3.2 Software Resources

- Microsoft Office 365 Student
- Google Chrome
- Mozilla Firefox

3.3 Hardware Resources

- The course labs.
- Personal computers.

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4. Use Cases

Iteration-Related Use-Cases:

- Course Browser

5. Evaluation Criteria

- Functionality:
 - A page for the user to browse and select a course must be available and fully functional. Hyperlink anchors must be properly loaded and lead to the correct page.
 - Design / styling for all pages must be finalized.
 - Code is optimized to maximize efficiency and reduce page load times.
- Performance:
 - Web pages must load on all test client devices within a timeframe of 10 seconds.
 - Small volumes of requests do not cause services to slow dramatically or stop.
 - Minimal amounts of data should be collected from the user outside of their credentials and progress.
 - The system must operate within 8GB of RAM and 100GB of storage memory.