ChessEDU

Version <1.4>

Revision History

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| --- | --- | --- | --- |
| **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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# Introduction

## 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.

## 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

## Definitions, Acronyms, and Abbreviations

Refer to the Glossary Document (See References)

## References

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

## Overview

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

# Plan

# Graphical user interface, application Description automatically generated

[Figure 2.1, Iteration 3 Gantt Diagram]

# Resources

## Human Resources

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

## Software Resources

* Microsoft Office 365 Student
* Google Chrome
* Mozilla Firefox

## Hardware Resources

* The course labs.
* Personal computers.

# Use Cases

Iteration-Related Use-Cases:

* Course Browser

# 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.