Iteration Plan - Construction 2

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1. Key Milestones

Milestone	Date
Iteration start	27/07/2017
Iteration stop	09/08/2017

2. High-level objectives

1. Finish implementing *Change User Settings* use case to support additional information for recommendation engine
2. Design and perform UAT for *Change User Settings*
3. Integrate proof of concept PS4 and Xbox One gatherers into system similarly to *SteamGatherer*
4. Integrate WiiU/3DS gatherer into system similarly to objective 3
5. Update class diagrams (and potentially other relevant documentation) to reflect changes made implementing *Change User Settings*
6. Design supporting structures for recommendation engine (such as a many to many of users to recommended games). And begin backend design and implementation of the actual recommendation engine

3. Evaluation criteria

1. The Change User Settings use case has been **fully** implemented and is found on the **master** branch of version control
2. The UAT for *Change User Settings* has been designed and can be found on version control
3. The UAT for *Change User Settings* has been performed at least once and has passed on all accounts
4. The gatherers for PS4 and Xbox are integrated and found in version control and have been tested to check they add games to the database
5. The gatherer for WiiU/3DS is integrated and found in version control and has been tested to check it adds games to the database
6. Class diagrams are updated to reflect implementing *Change User Settings* as well as any changes from designing the recommendation engine. And the starts of the recommendation engine can be found in either a personal branch or the master branch

4. Work item assignments

Item ID	Name/ Keywords	Outcome	State	Assigned to	Estimated hrs	Hrs worked	Est. hrs remaining
1.1.	Design the *Change User Settings* supporting user interface	The a well designed and final/near final version of the interface can be found in the master branch of version control	Partial (not in master branch)	Somer	2	2	0
1.2.	The backend to support *Change User Settings* (Both a bean to set the settings and possible changes to the User class to store the settings)	The supporting changes have been made and can be found in the master branch of version control	Partial (not in master branch)	Somer	4	4	1
2.1.	Design a UAT for *Change User Settings* (possibly requires completion of 1.1)	A UAT to test all functions and possibilities of the *Change User Settings* use case is designed and can be found in the master branch of version control	Incomplete		3	0	3
2.2.	Perform the UAT designed in 2.1 (Requires completion of items 1.*)	The UAT designed in 2.1. is performed and documented against the latest version of the application and the documentation is committed to version control. Should the tests fail, Item 1.* is marked incomplete	Incomplete		1	0	1
3.1.	Integrate proof of concept gatherer for PS4 into the current codebase	A new gatherer for PS4 based on Erin's proof of concept gatherers can be found in the master branch of version control	Incomplete	Erin or Somer	4	0	4

3.2.	Integrate proof of concept gatherer for Xbox into the current codebase	A new gatherer for Xbox based on Erin's proof of concept gatherers can be found in the master branch of version control	Incomplete	Erin or Somer	4	0	4
3.3.	Check new gatherers function correctly	The new gatherers have been run and it has been checked that new games have been correctly created in the database	Incomplete	Erin or Somer	<1	0	<1
4.1.	Integrate proof of concept gatherer for WiiU/3DS into the current codebase	A new gatherer for WiiU/3DS based on the proof of concept gatherer from 4.1 can be found in the master branch of version control	Incomplete	Erin	4	0	4
5.1.	Update class diagrams (and potentially other documentation)	Any relevant documentation related to the recent and proposed changes have been updated to reflect the current state	Incomplete		4	0	4
6.1.	Design supporting structures for recommendation engine	As with 5.1, documentation is updated and present on version control reflecting the new structure to support the recommendations	Incomplete		3	0	3
6.2.	Begin actual implementation of recommendation engine	A start to the recommendation engine can be found in either a personal branch or the master branch of version control	Incomplete		10	0	10

5. Issues

Issue	Status	Notes
Many incomplete work items carried over from the previous iteration	Worrying	Despite being an issue - the carried forward work should be relatively straight forward and not many hurdles should be encountered

6. Assessment

Assessment target	
Assessment date	
Participants	
Project status	

- **Assessment against objectives**

- **Work Items: Planned compared to actually completed**

- **Assessment against Evaluation Criteria Test Results**