

# Iteration Plan - Construction 5

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## 1. Key Milestones

Milestone	Date
Iteration start	04/09/2017
Complete project status assessment (IOCM ready to submit)	15/09/2017
Iteration stop	18/09/2017

## 2. High-level objectives

1. Finish expanding *Browse Games* use case to allow sorting and better filtering based on genres and produce and execute a UAT for the updated use case
2. Revert deployed version of application to no longer assign new users the staff flag
3. Split the user manual into two separate manuals - one for trusted beta testers to test the admin section and another for regular users
4. Produce a google form for beta testers to submit issues
5. The team produces a project status assessment before the 15th of Sept
6. Update team wiki for IOCM submission

## 3. Evaluation criteria

1. The *Browse Games* use case is expanded and fully implemented, and a matching UAT has been produced and performed
2. The deployed version of the application no longer assigns new users the staff flag
3. Two user manuals exist and are committed to version control
4. An easy to understand google form has been created allowing the submission of an issue that beta testers may come across and a link to it is within the user manual
5. A project status assessment has been composed and can be found of version control
6. The team wiki is up to date and contains an IOCM section

## 4. Work item assignments

Item ID	Name/ Keywords	Outcome	State	Assigned to	Estimated hrs	Hrs worked	Est. hrs remaining
1.1.	Complete the query portion of the <i>Browse Games</i> extension	Filtering games by genre and the ability to customise what the list is sorted by can be found in the <i>Browse Games</i> use case	<a href="#">Complete</a>	Hugh	20	25	0
1.2.	Design UAT for <i>Browse Games</i> <b>(Requires completion of 1.1)</b>	A UAT is designed and can be found in the master branch of version control	<a href="#">Complete</a>	Shailesh	3	1	2
1.3.	Perform <i>Browse Games</i> UAT	The UAT is performed and results committed to version control	<a href="#">Complete</a>	Shailesh	1	0	1
1.4.	Update and perform <i>Change User settings</i> UAT	The UAT is performed and results committed to version control	<a href="#">Complete</a>	Hugh	1	1	0
2.1.	Revert new users to no longer being assigned the staff flag	New users on the deployed application no longer are assigned as staff	<a href="#">Complete</a>	Erin	<1	<1	0
3.1.	Split the user manual in two	Two separate user manuals exist on version control	<a href="#">Complete</a>	Hugh	<1	<1	0
4.1.	Create Google form for beta testers	A Google form which everybody within the team has access to the answers of is created	<a href="#">Complete</a>	Erin	2	2	0
4.2.	Update both user manuals with a link to the form	Both variations of the user manual contain a link to the Google form so beta testers can report any issues	<a href="#">Complete</a>	Hugh	<1	<1	0
5.1.	Produce a Project Status Assessment	A project status assessment has been created with the help of the entire team and can be found on version control	<a href="#">Complete</a>	Entire team	4	0	4
6.1.	Update team wiki for IOCM	The team wiki is up to date and contains an IOCM section	<a href="#">Complete</a>	Somer	2	0	2

## 5. Issues

Issue	Status	Notes
<i>Browse Games</i> use case not implemented due to errors until the day before IOCM submission	Yellow	While this was an issue, the errors were resolved and most work items were able to be completed around this. Due to this however, the IOCM submission was delayed by 2 days while Shailesh prepared the updated UAT.

## 6. Assessment

Assessment target	IOCM Submission
Assessment date	20/09/2017
Participants	Somer
Project status	Green!

- **Assessment against objectives**  
All our major objectives have been completed and IOCM can be submitted
- **Work Items: Planned compared to actually completed**  
All work items were complete
- **Assessment against Evaluation Criteria Test Results**  
All evaluation criteria were met, the iteration is green.