Iteration Plan - Elaboration 1

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1. Key Milestones

Milestone	Date
Iteration start	11/04/2017
Iteration stop	24/04/2017

2. High-level objectives

1. Complete full description for CCRD use-case (Recommendation generation)
2. Ensure the team is fully capable with architecture
3. Ensure the team is able to gather data from web crawlers
4. Implement highest priority architectural elements to support CCRD use-case (Game list crawler/robot)
5. Complete development and testing for highest priority architectural elements

3. Evaluation criteria

1. All work items listed below have their outcome completed before the end of the iteration

4. Work item assignments

Item ID	Name/ Keywords	Outcome	State	Assigned to	Estimated hrs	Hrs worked	Est. hrs remaining
1.1.	Full use-case description for CCRD	A full use-case description is completed and committed to version control	Complete	Somer	3	0	3
2.1.	Ensure the Hugh is fully capable with architecture	A local development environment with the exact same elements to the lead developer (Erin) is established on Hugh's computer	Complete	Hugh	5	2	3
2.2.	Ensure Shailesh is fully capable with architecture	A local development environment with the exact same elements to the lead developer (Erin) is established on Shailesh's computer	Incomplete	Shailesh	5	2	3
2.3.	Ensure Somer is fully capable with architecture	A local development environment with the exact same elements to the lead developer (Erin) is established on Somer's computer	Complete	Somer	5	4	0
3.1.	Ensure web crawlers/calls to APIs can be used to gather the information required for the system	A small test displaying the ability to get the required information from a public webpage or API exists and is committed to version control	Incomplete	Erin	5	0	5
4.1.	Establish a basic class structure to support the storage of game information	A basic class diagram describing the class structure exists and is committed to version control	Complete	Erin, Somer	3	3	0
4.2.	Develop the basic class structure	The basic class structure described in 4.1. can be found implemented in the test code and is committed to version control	Incomplete	To be assigned by Erin	4	0	4

5.1.	Develop and test a basic form of the web crawlers/API clients	A basic form of the web crawlers/API clients that can gather games and store them in a "Game" class and store them to the database	Incomplete	Erin	5	0	5

5. Issues

Issue	Status	Notes
Communication/Engagement	Continuing	The entire team needs to work toward improving their communication and engagement with the other team members as well as the tasks found in the interation plans.

6. Assessment

Assessment target	All work items complete
Assessment date	27/04/2017
Participants	
Project status	Yellow

- **Assessment against objectives**
  Not all work items were completed, and as such the project may begin to fall behind schedule.
- **Work Items: Planned compared to actually completed**
  Minor work items such as establishing a working development base were mostly completed during the iteration
  More substantial work items were not completed and will need to continue into and be completed in the next iteration.
- **Assessment against Evaluation Criteria Test Results**
  Not all work items were completed, as such the evaluation criteria has failed
- **Other concerns and deviations**
  As listed in issues, the entire team needs to work toward improving their communication and engagement with other team members and the project as a whole.
  E.g. Some questions were left for over 24 hours before being answered, etc