

# Iteration Plan - Elaboration 2

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## 1. Key Milestones

Milestone	Date
Iteration start	25/04/2017
Finish catch up on Elaboration 1 plan (first 3 objectives)	03/05/2017
Iteration stop	08/05/2017

## 2. High-level objectives

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

## 3. Evaluation criteria

1. All work items from the previous iteration are completed **BEFORE** 03/05/2017
2. 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.	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	Incomplete	Hugh	5	2	3
1.2.	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
2.1.	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
3.1.	Develop the basic class structure	The basic class structure described in the class diagram (in the requirements model) can be found implemented in the test code and is committed to version control	Incomplete	Erin	4	0	4
4.1.	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
5.1.	Implement a user authentication system	A basic user authentication system, allowing users to create an account and login is designed and the design committed to version control	Incomplete	Erin	3	0	3



6.1.	User authentication system is developed and tested	The user authentication system described in the design documents from 5.1. is developed and tested	Incomplete	To be assigned by Erin	5	0	5
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## 5. Issues

Issue	Status	Notes

## 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**
- **Other concerns and deviations**

