

Iteration Plan - Construction 4

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1. Key Milestones

Milestone	Date
Iteration start	22/08/2017
Iteration stop	04/09/2017

2. High-level objectives

1. Expand *Browse Games* use case to allow sorting and better filtering based on genres
2. Finalise implementation of recommendation engine
3. Integrate WiiU/3DS gatherer into system similarly to objective 3
4. Design and perform all required UATs
5. Update/add use case descriptions for recent use cases
6. Update class diagrams (and potentially other relevant documentation) to reflect changes made implementing any additional use cases
7. Create user manual for beta testing
8. Ensure all UATs are successfully executed

3. Evaluation criteria

1. The *Browse Games* use case is expanded and fully implemented
2. Recommendation Engine is implemented and *View Recommendations* is implemented
3. Nintendo gatherer is implemented and tested
4. All UATs for all important use cases have been designed and performed
5. All use cases have a description in the requirement model
6. All relevant documentation has been updated to reflect the current state of the application
7. The user manual is created and is easily understood by people unfamiliar with the project
8. All UATs are successfully executing

4. Work item assignments

Item ID	Name/ Keywords	Outcome	State	Assigned to	Estimated hrs	Hrs worked	Est. hrs remaining
1.1.	Add filtering by genres and sorting options	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	Partially Complete	Hugh	15	15	1
2.1.	Design supporting structures for recommendation engine	Documentation is updated and present on version control reflecting the new structure to support the recommendations	Complete	Somer	3	3	0
3.1.	Integrate proof of concept gatherer for WiiU/3DS into the current codebase	A new gatherer for WiiU/3DS based on the proof of concept from Erin can be found on version control	Complete	Erin	4	4	0
4.1.	Design a UAT for <i>Configure Genres</i>	A UAT to test the function of <i>Configure Genres</i> is designed and can be found in the master branch of version control	Complete	Shailesh	3	3	0
4.2.	Perform the UAT for <i>Configure Genres</i>	The UAT designed in 4.3. Is performed and the results committed to version control	Complete	Shailesh	1	1	0
4.3.	Design UAT for <i>Browse Games</i> (Requires completion of 1.1)	A UAT is designed and can be found in the master branch of version control	Pending completion of 1.1.	Shailesh	3	1	2
4.4.	Perform <i>Browse Games</i> UAT	The UAT is performed and results committed to version control	Pending completion of 1.1.	Shailesh	1	0	1
4.5.	Design UAT for <i>View Recommendations</i>	The UAT is designed and can be found in the master branch of version control	Complete	Shailesh	3	3	0
4.6.	Perform UAT for <i>View Recommendations</i>	The UAT is performed and results committed to version control	Incomplete	Shailesh	1	3	0
5.1.	Update use case	The use case	Complete	Shailesh	1	1	0

	description of <i>Browse Games</i>	description for <i>Browse Games</i> is up to date					
5.2.	Add use case description for <i>Configure Genre Characteristics</i>	The use case description is added and up to date	Complete	Shailesh	1	1	0
5.3.	Add use case description for <i>Configure Genres</i>	The use case description is added and up to date	Complete	Shailesh	1	1	0
6.1.	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	Complete	Somer	4	2	0
7.1.	Create average user section of User Manual	The portion of the user manual designed to describe to users how to test the regular forward facing part of the website is complete and found on version control	Complete	Erin	7	7	0
7.2.	Create admin section of User Manual	The portion of the manual designed to describe to admins how to test the admin interface of the website is found on version control	Complete	Hugh	7	7	0
8.1.	Ensure all UATs are successfully executing	All UAT scripts have been performed on the beta ready version of the application and passed	Complete	Shailesh	2	2	0

5. Issues

Issue	Status	Notes
A large number of work items		The majority of these work items are small, short tasks and as such should be completable within C4

6. Assessment

Assessment target	Completion of work items
Assessment date	07/09/2017
Participants	Somer
Project status	On track

- **Assessment against objectives**
Our objectives have been met - we took C5 because we knew some elements of C4 would not be completed within the iteration and as such remain on schedule
- **Work Items: Planned compared to actually completed**
Almost all work items complete with only a small amount of code remaining to be completed in C5, the majority of what will be in C5 is finalizing documentation for beta testing and IOCM including a phase status assessment
- **Assessment against Evaluation Criteria Test Results**
All evaluation criteria for work items that have been completed are met