Iteration Plan - Construction 3

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1. Key Milestones

Milestone	Date
Iteration start	07/08/2017
Iteration stop	20/08/2017

2. High-level objectives

1. Expand *Browse Games* use case to allow sorting and better filtering based on genres
2. Design and perform UAT for *Change User Settings*
3. Design and perform UAT for *Configure Genre Characteristics*
4. Integrate proof of concept PS4 and Xbox One gatherers into system similarly to *SteamGatherer*
5. Integrate WiiU/3DS gatherer into system similarly to objective 3
6. Update class diagrams (and potentially other relevant documentation) to reflect changes made implementing *Change User Settings*
7. 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 **URGENT**
8. Expand upon initial implementation of recommendation engine

3. Evaluation criteria

1. The UAT for *Change User Settings* has been designed and performed, and the script and its results can be found on version control
2. A UAT for *Configure Genre Characteristics* has been designed and performed, and the script and its results can be found on version control
3. 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
4. The gatherer for WiiU/3DS is integrated and found in version control and has been tested to check it adds games to the database
5. 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.	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 *Browse Games* use case	Partially Complete	Hugh	15	12	3
1.2.	Design UAT for *Browse Games* (**Requires completion of 1.1**)	Same as 2.1.	Complete	Shailesh	3	0	3
2.1.	Design a UAT for *Change User Settings*	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	Complete	Hugh	3	3	0
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	Complete	Hugh	1	1	0
3.1.	Design a UAT for *Configure Genre Characteristics*	A UAT to test the function of *Configure Genre Characteristics* is designed and can be found in the master branch of version control	Complete	Shailesh	3	0	3
3.2.	Perform the UAT for *Configure Genre Characteristics*	The UAT designed in 4.1. is performed and the results committed to version control (and consequences similar to 2.2.)	Complete	Shailesh	1	0	1
4.1.	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	Complete	Erin	4	0	4

4.2.	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	Complete	Erin	4	0	4
4.3.	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	Complete	Erin	<1	0	<1
5.1.	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	Partially Complete	Erin	4	0	4
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	Incomplete	Somer	4	0	4
7.1.	Design supporting structures for recommendation engine	Documentation is updated and present on version control reflecting the new structure to support the recommendations	Partially Complete	Somer	3	1	2
7.2.	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	Complete	Somer	10	8	0
8.1.	Expand upon initial implementation of recommendation engine	Add features to the recommendation engine such as gathering games that were rated highly by people with similar tastes	Complete	Somer	5	5	0

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
Schedule of recommendation engine likely pushed back into C-4	Worrying but planned for	C-4 allows for contingency features and work items

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**