### Learn IT Yourself

LERNZIELE SPIELERIESCH SELBST ERREICHEN

JONAS HILPP, ANGELIKA SUDHEIMER, MERT GÜNDÜZ, JANNIK ADAM

## Agenda

- **Business**
- Quality
- ► Technical Ability

### Business

VISION

SCOPE/ SRS

PROJECT MANAGEMENT

RUP

TIME ESTIMATION

### Our Vision

- ▶ Blow up your motivation levels for reaching your goals!
- ▶ Turn mundane tasks such as studying into a game!

### Vision - Motivation

#### Competitive

- Points for completing tasks
- Highscore system
- Group statistics

#### Self-reflection

- Individual rating of (completed) tasks
- Reward system outside groups
- Spend points on personal rewards

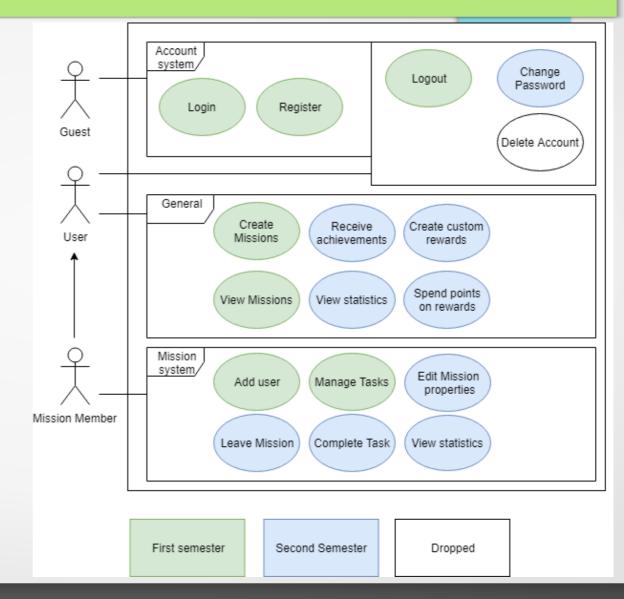
## Scope - Usecases

#### Important Use-Cases:

- \* Create Mission
- \* Manage Tasks
- \* Rewards
- \* Achievements
- \* Statistics

Dropped

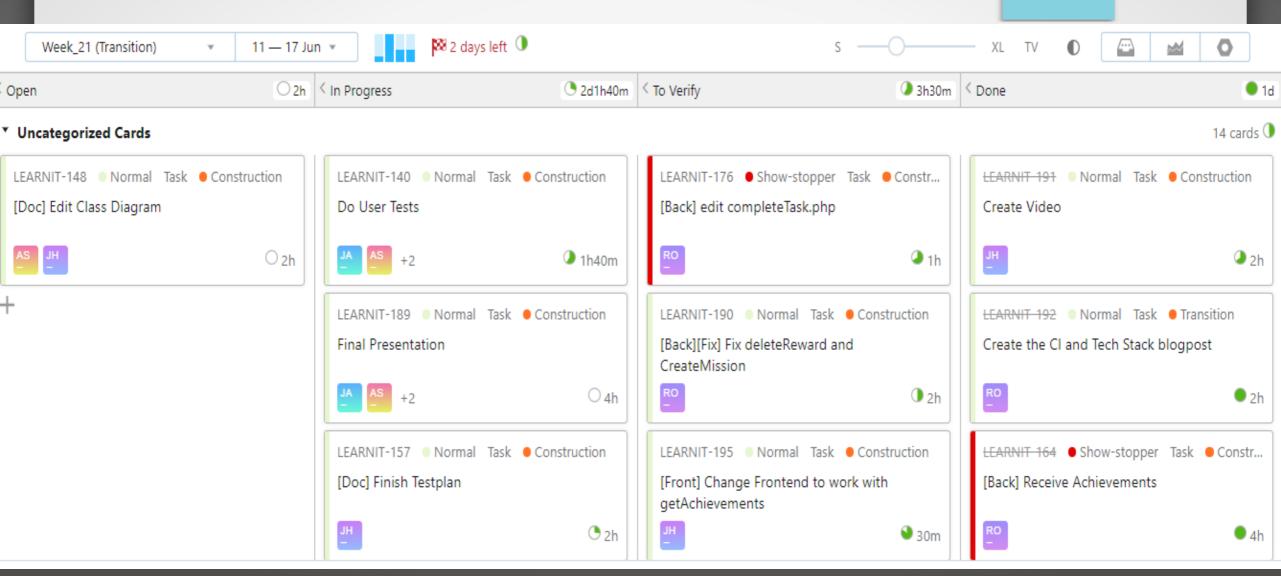
\* Delete Account



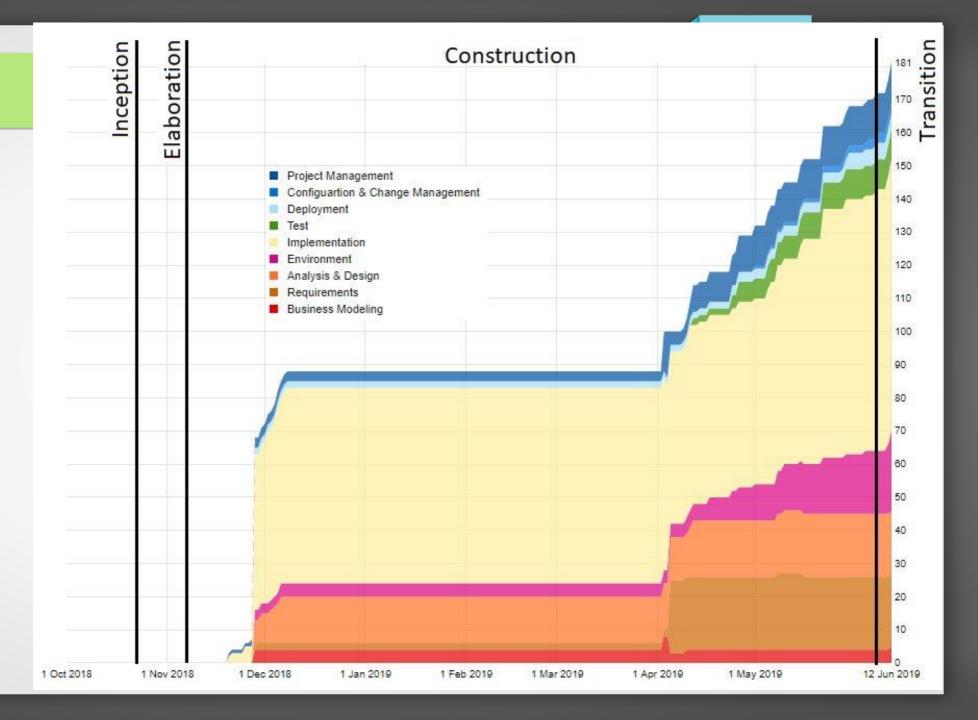
# Project Management

- SCRUMMING with project management tool "YouTrack"
- Every week new sprint planning
- ► Gives an overview of:
  - Spent time
  - ▶ Tasks ToDo/ in Progress/ Done
  - Work history

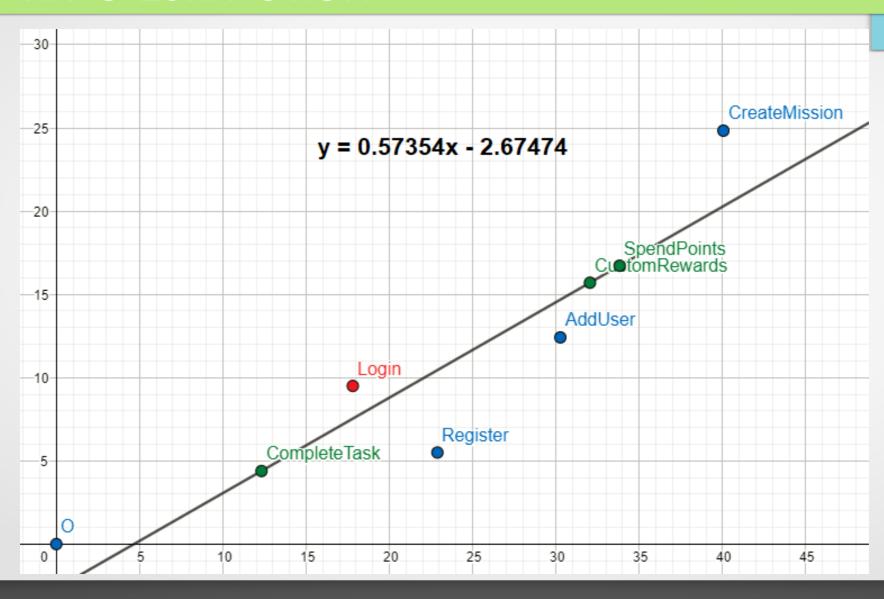
### Youtrack

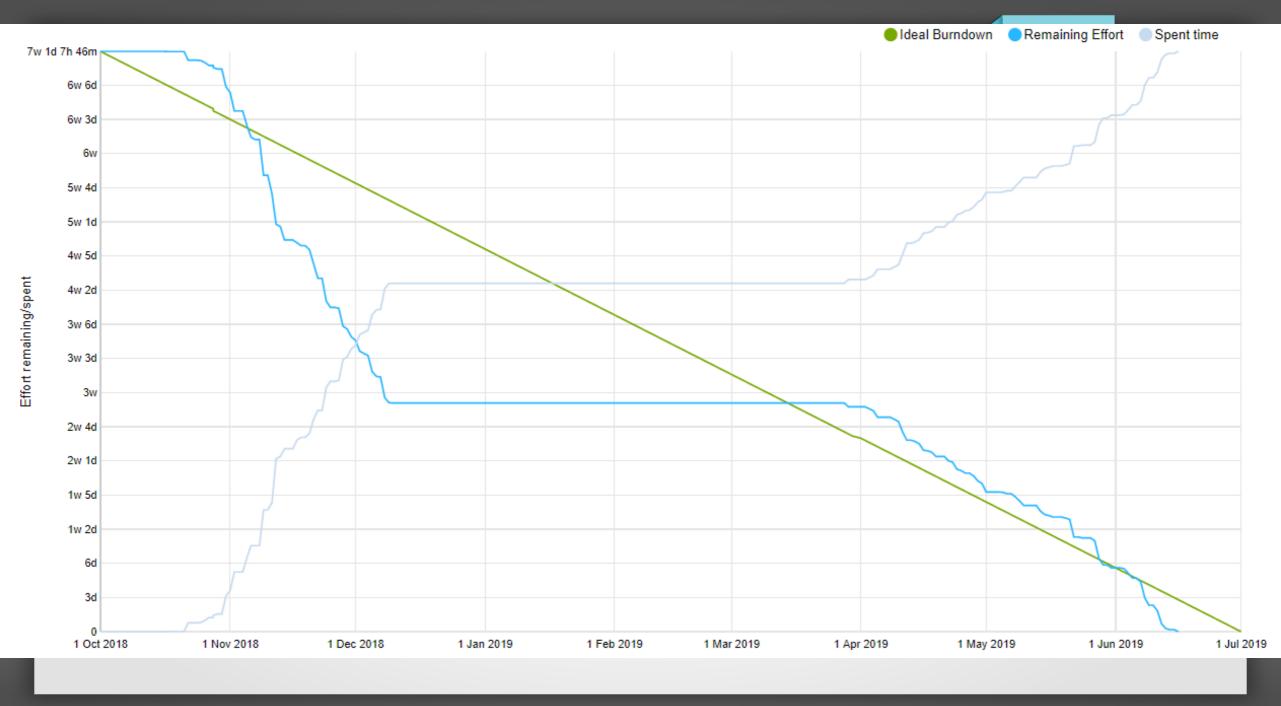


### RUP



## FP Time Estimation





# Quality

**TESTING** 

**AUTOMATION** 

RISK MANAGEMENT

ARCHITECTURE

**PATTERNS** 

**METRICS** 

# Testing



#### <u>Unit Testing</u>

Testing the functionality of individual functions

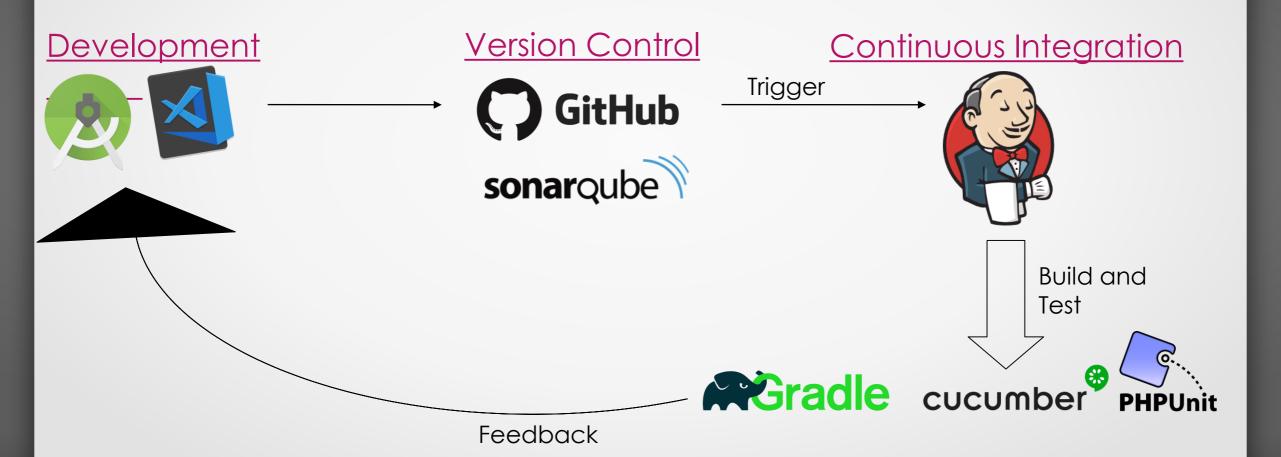
#### **User Testing**

► Testing the usability

# Functional Testing cucumber

Testing a complete functionality of the application

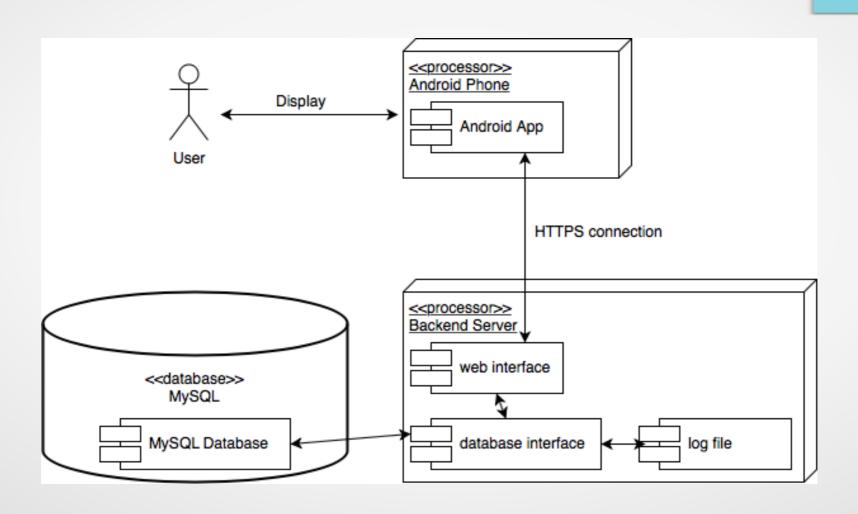
# Continuous Integration



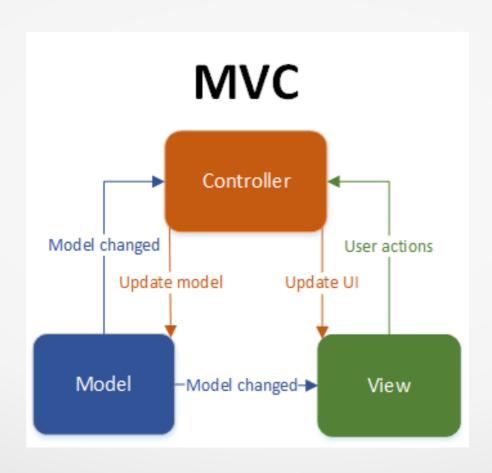
# Risk Management

Risk Name	Risk Description	Risk Probability	Risk Impact	Risk Mitigation	Person in Charge	Risk Factor
Repository loss	Git Repository breaks or Github goes down	1%	10	Having local backups	Jonas	0.1
Server loss	Losing our Backend because of problems with our provider Contabo	3%	10	Backup of all the Code and Data (regularly)	Jannik and Mert	0.3
Hacker attacks	Sensible data like User Passwords are exploited (Data Loss) or Virus infection	5%	7	Implementing proper Security Measures	Everyone	0.35
Local Code loss	Losing local Code changes because of technical problems	20%	2	Prequent pushes to Git	Everyone	0.4
Member Loss	Losing a Team Member (temporarily/permamently) due to e.g. a medical condition thus falling out of schedule	1%	3	3 -	Everyone	0.8
Unsatisfying results	In the end the App does not fully represent the looks and features of what was initially planned	20%	Ç	Defining and implementing Use Cases correctly and prototyping frequently	Everyone	1.8
Unexpected Bugs	Code contains bugs which could e.g. crash the App or display wrong data in a productive scenario	30%	7	Proper and frequent testing	Everyone	2.3
Unexpected complexity of UC	UC is more complex and takes more time than expected	50%	6	Proper planning or cutting down on Features	Jonas	3
Bad Code	Bad Code makes understanding hard	50%	6	Refactoring	Everyone	3

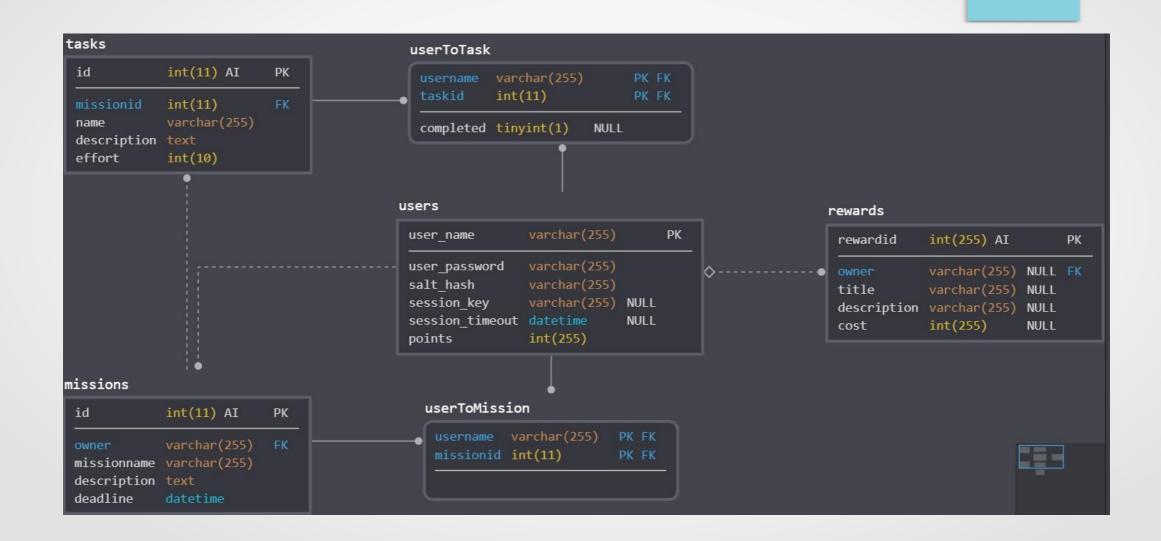
### Architecture



### Architecture II



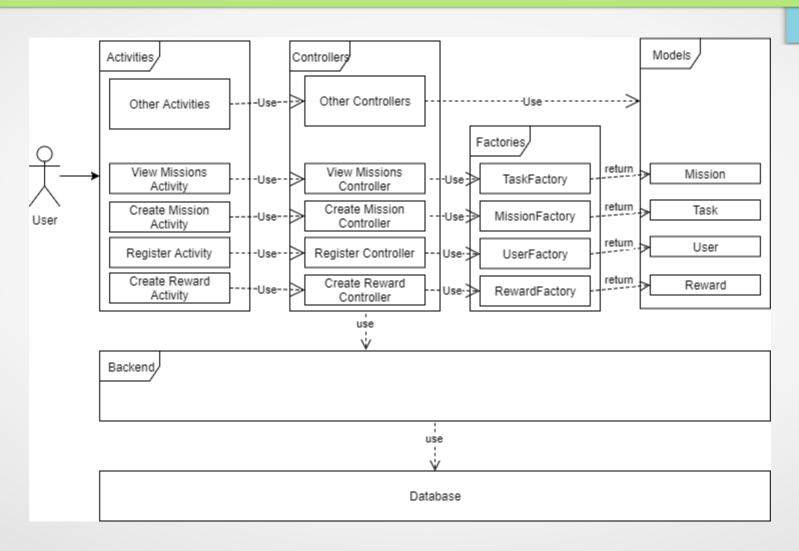
### Architecture III

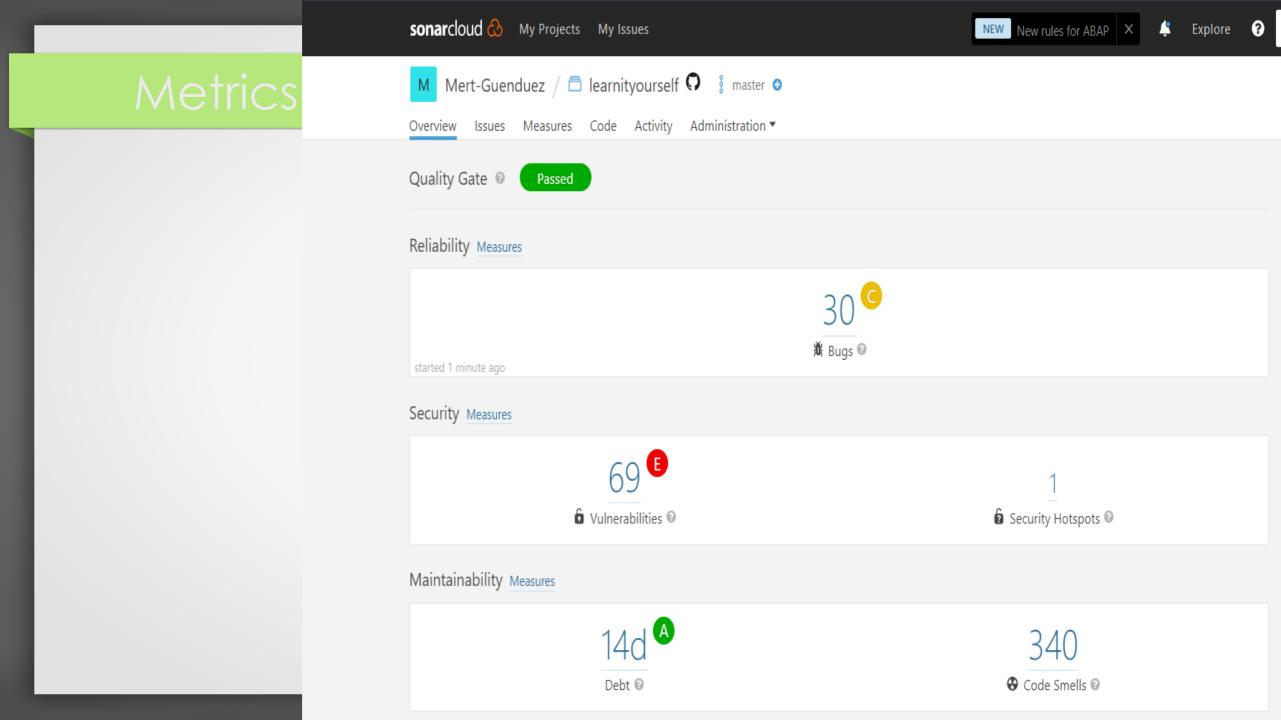


## Design Patterns

- Factory Method Pattern
- Idea: Disguise the construction of a model with another class, the factory
- ▶ In our case: Static methods to create new model objects
- -> filled with data, then returned

# Design Patterns II





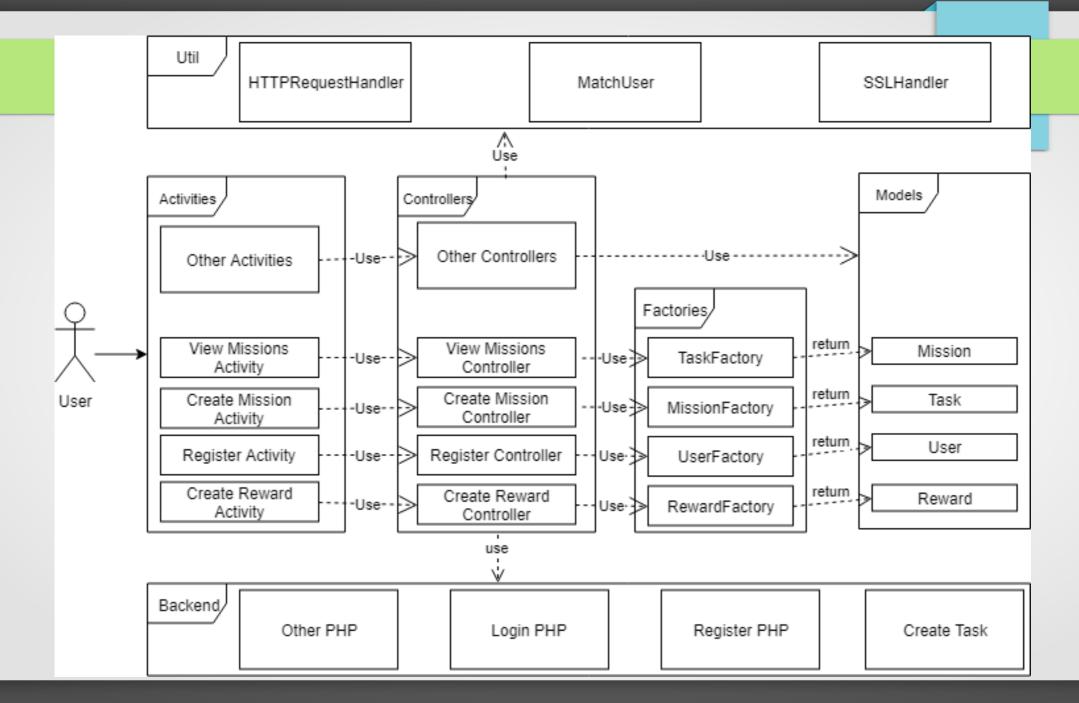
### Metrics II

Method metrics   Class metrics   Package metrics   Module metrics   Project metrics		
class	▼ OCavg	WMC
learnityourself.dhbw.learnityourself.utility.HTTPRequestHandler	3,50	7
learnityourself.dhbw.learnityourself.OptionsActivity	2,00	6
learnityourself.dhbw.learnityourself.controller.AuthorizedController	2,00	6
learnityourself.dhbw.learnityourself.RegisterActivity	2,00	6
learnityourself.dhbw.learnityourself.AddMissionMemberCreateMissionActivity	1,93	29
learnityourself.dhbw.learnityourself.CreateCustomRewardActivity	1,70	17
learnityourself.dhbw.learnityourself.CreateMissionActivity	1,69	49
learnityourself.dhbw.learnityourself.controller.OptionsController	1,67	5
learnityourself.dhbw.learnityourself.controller.LoginController	1,50	6
learnityourself.dhbw.learnityourself.controller.RegisterController	1,50	3
learnityourself.dhbw.learnityourself.AddMissionMemberActivity	1,44	13
learnityourself.dhbw.learnityourself.model.AddUserAdapter	1,43	10
learnityourself.dhbw.learnityourself.model.TaskAdapter	1,40	7
learnity our self. dhbw. learnity our self. Manage Task Activity	1,36	15
learnityourself.dhbw.learnityourself.model.RewardAdapter	1,36	15
learnityourself.dhbw.learnityourself.ViewTaskActivity	1,25	10
learnityourself.dhbw.learnityourself.controller.MainController	1,23	16
learnity our self. dhbw. learnity our self. controller. View Rewards Controller	1,22	11
learnityourself.dhbw.learnityourself.model.UserAdapter	1,20	6
learnityourself.dhbw.learnityourself.model.MissionAdapter	1,20	6
learnityourself.dhbw.learnityourself.MainActivity	1,20	12
learnityourself.dhbw.learnityourself.ViewRewardsActivity	1,20	6
learnityourself.dhbw.learnityourself.model.MissionMemberAdapter	1,20	6
learnityourself.dhbw.learnityourself.ViewMissionsActivity	1,17	7
learnityourself.dhbw.learnityourself.ViewMissionActivity	1,17	14

Method metrics	Class metrics	Package metrics	Module metrics	Pro	ject metric	cs
class				₩	OCavg	WMC
learn it your self. dhbw. learn it your self. utility. HTTPR equest Handler				2,25	9	
learnityourcelf dhhw learnityourcelf Ontions Activity				2 00	6	

# Technology

CLASS DIAGRAM
TECHNICAL ABILITY
LIVE DEMO



# Technical Ability

- Account
- ► CRUD Missions
- ► CRUD Tasks
- ► CRUD Rewards
- Statistics
- Achievements

### Demo