Learn IT Yourself

LERNZIELE SPIELERIESCH SELBST ERREICHEN

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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

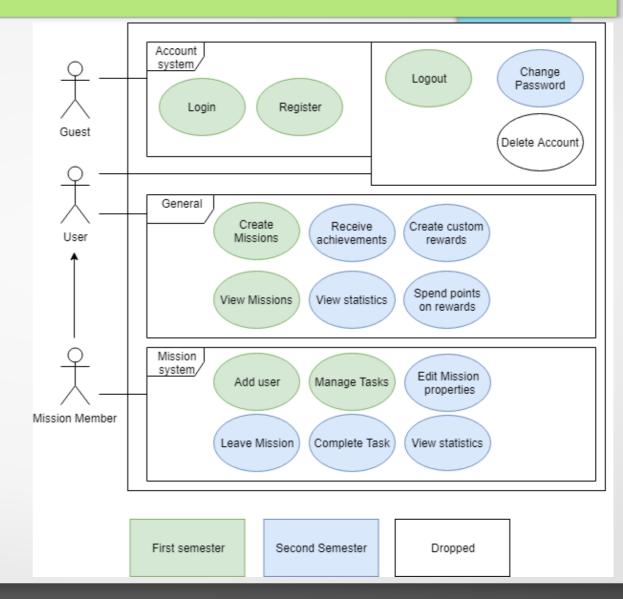
Scope - Usecases

Important Use-Cases:

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

Dropped

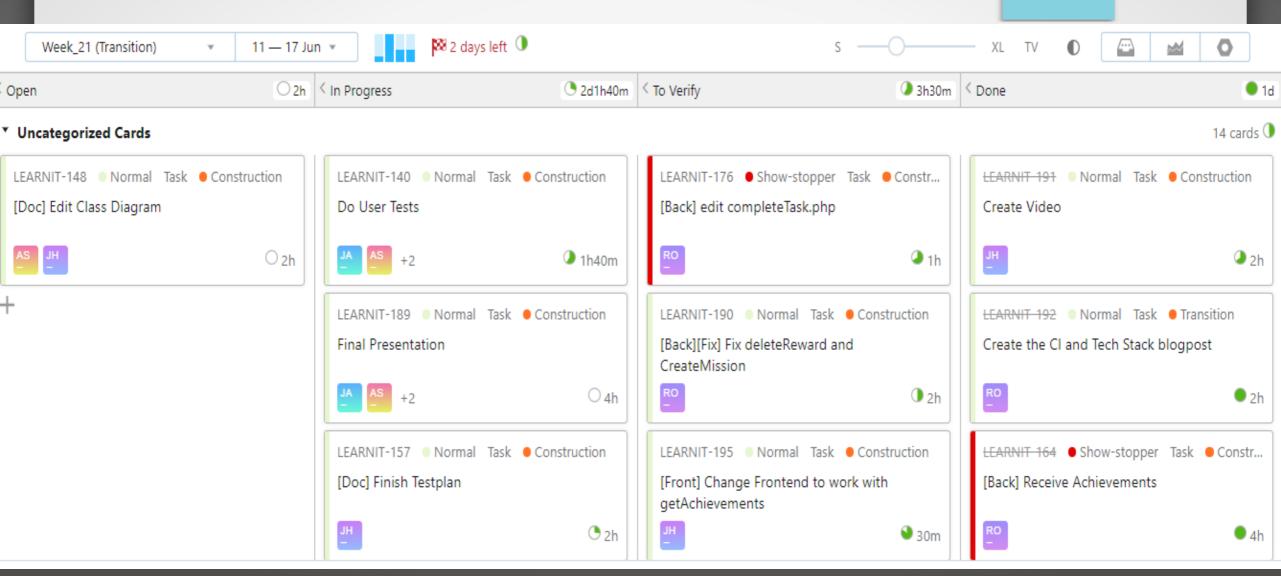
* Delete Account



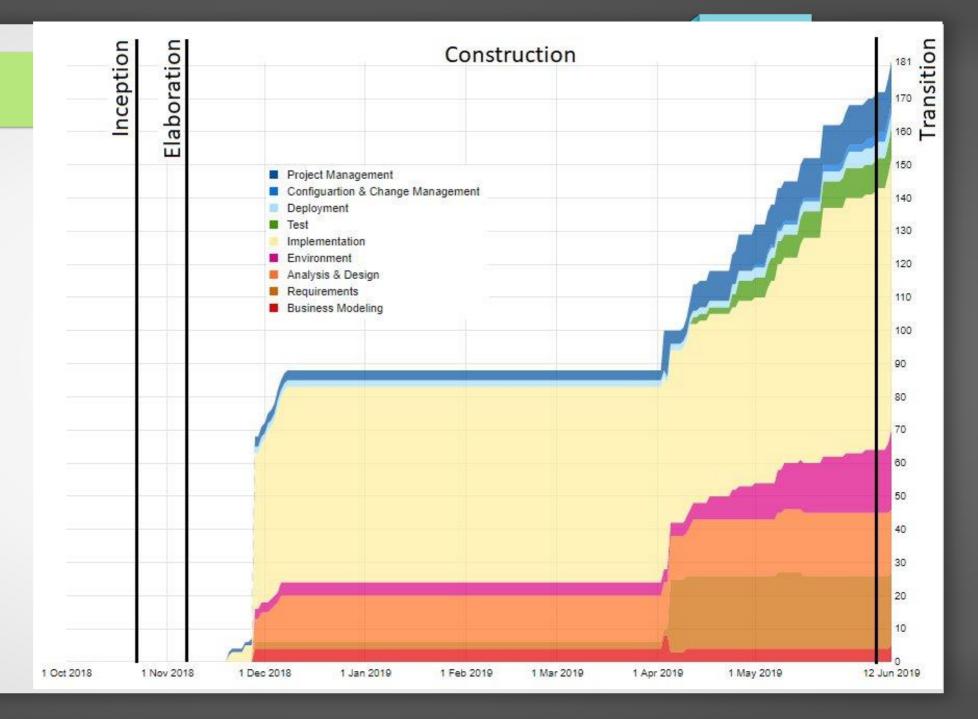
Project Management

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

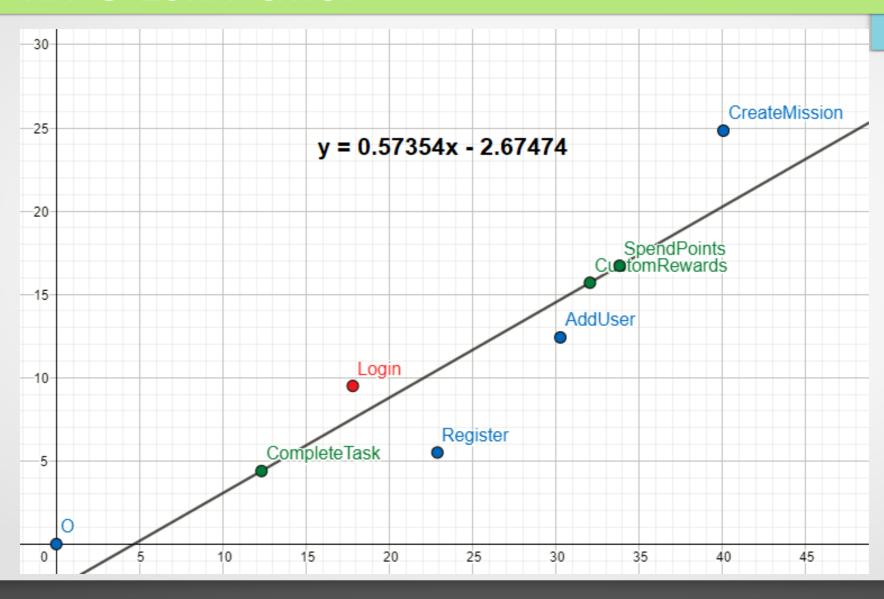
Youtrack

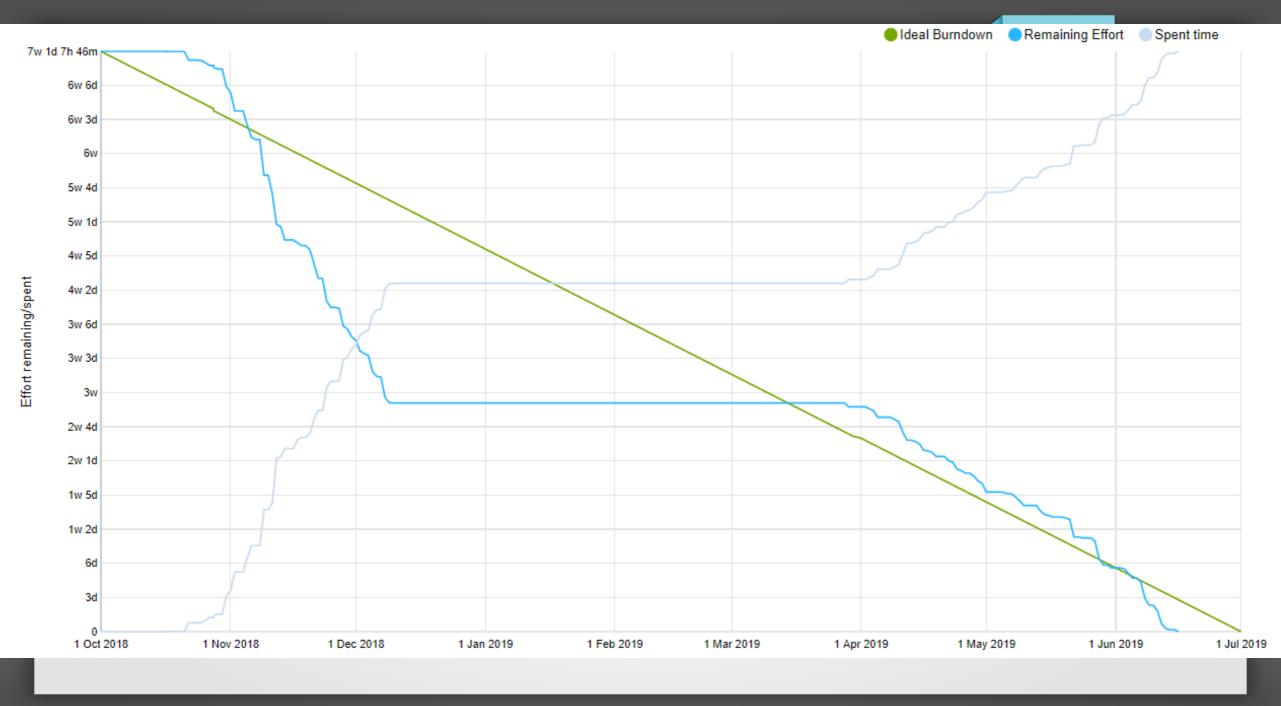


RUP



FP Time Estimation





Quality

TESTING

AUTOMATION

RISK MANAGEMENT

ARCHITECTURE

PATTERNS

METRICS

Testing



<u>Unit Testing</u>

Testing the functionality of individual functions

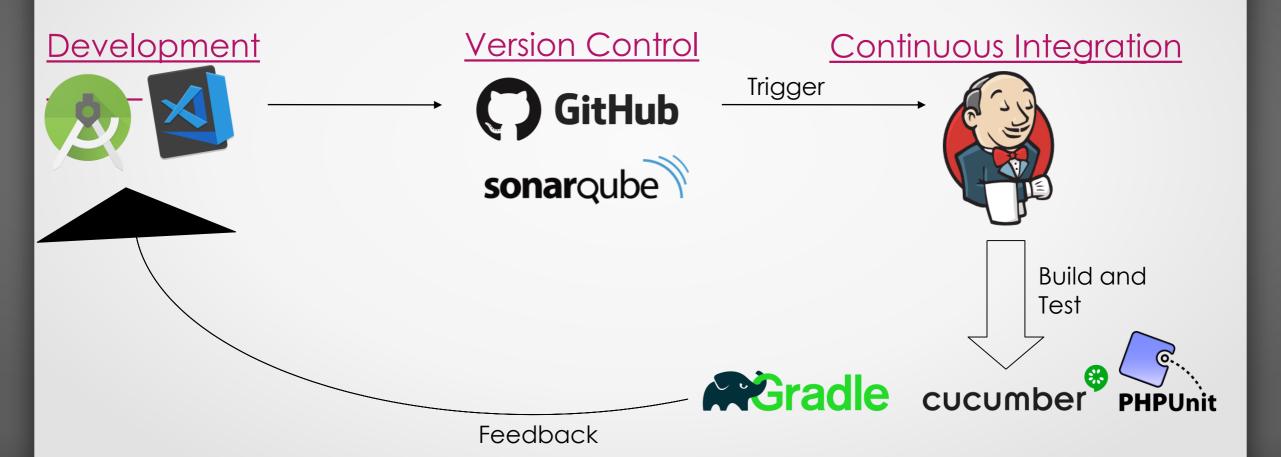
User Testing

► Testing the usability

Functional Testing cucumber

Testing a complete functionality of the application

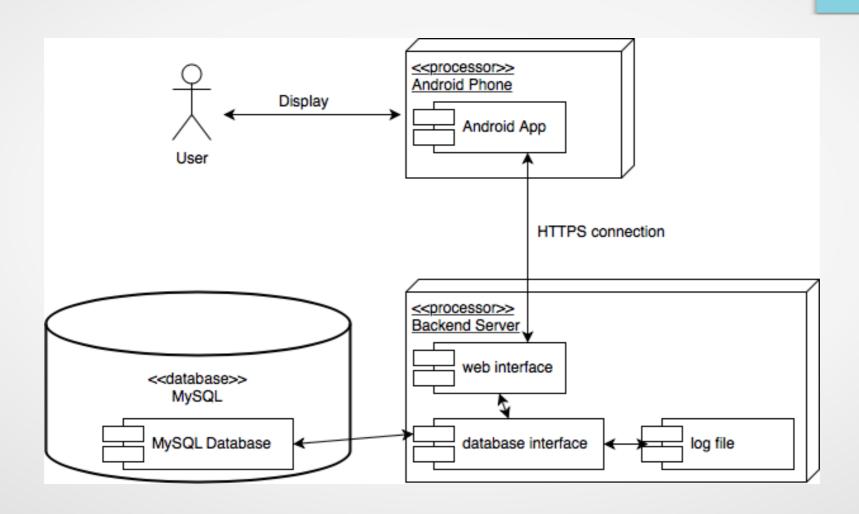
Continuous Integration



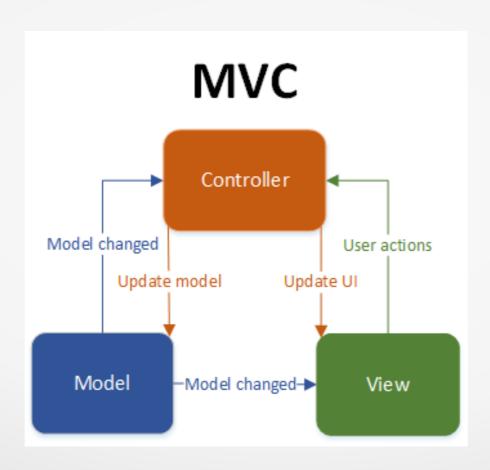
Risk Management

Risk Name	Risk Description	Risk Probability	Risk	Risk Mitigation	Person in	Risk Factor
Repository loss	Git Repository breaks or Github goes down	1%	Impact 10	Having local backups	Charge 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	Frequent 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%	8	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%	9	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

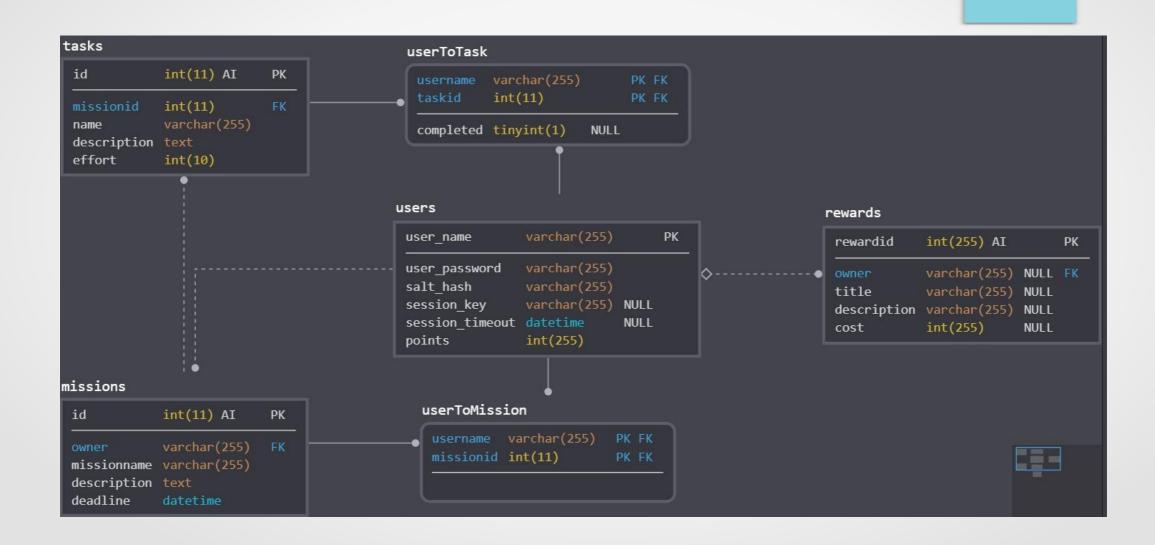
Architecture



Architecture II



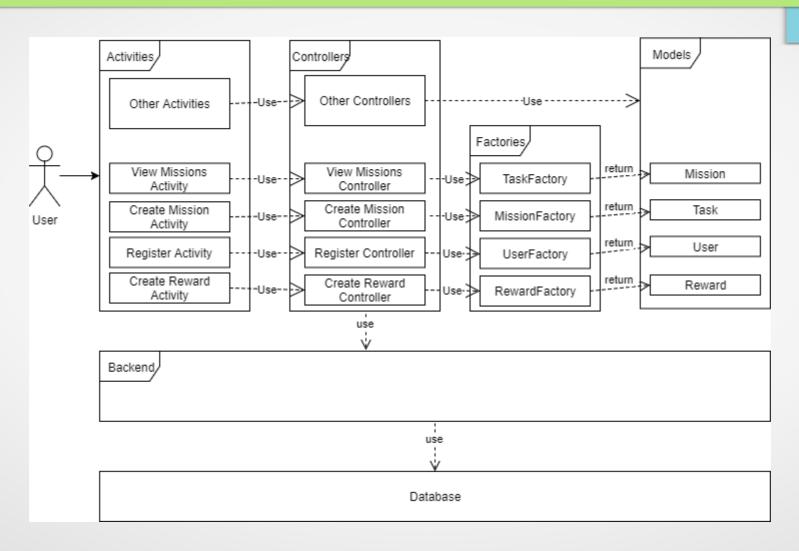
Architecture III



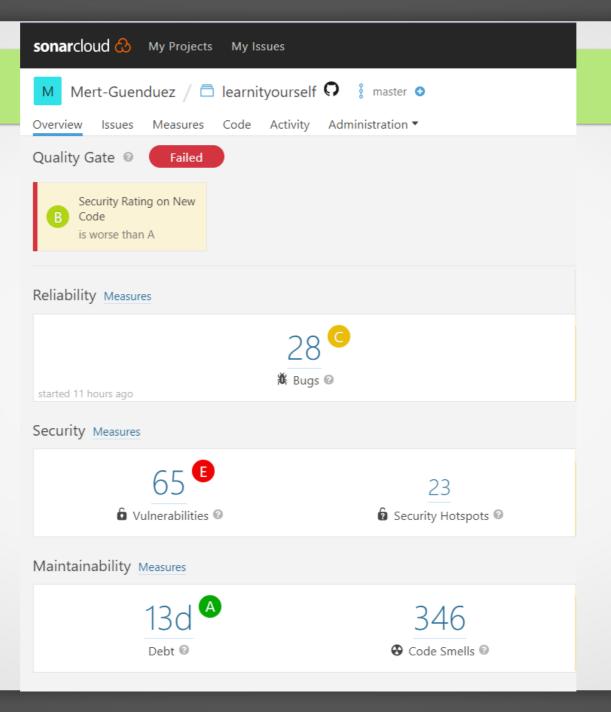
Design Patterns

- 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



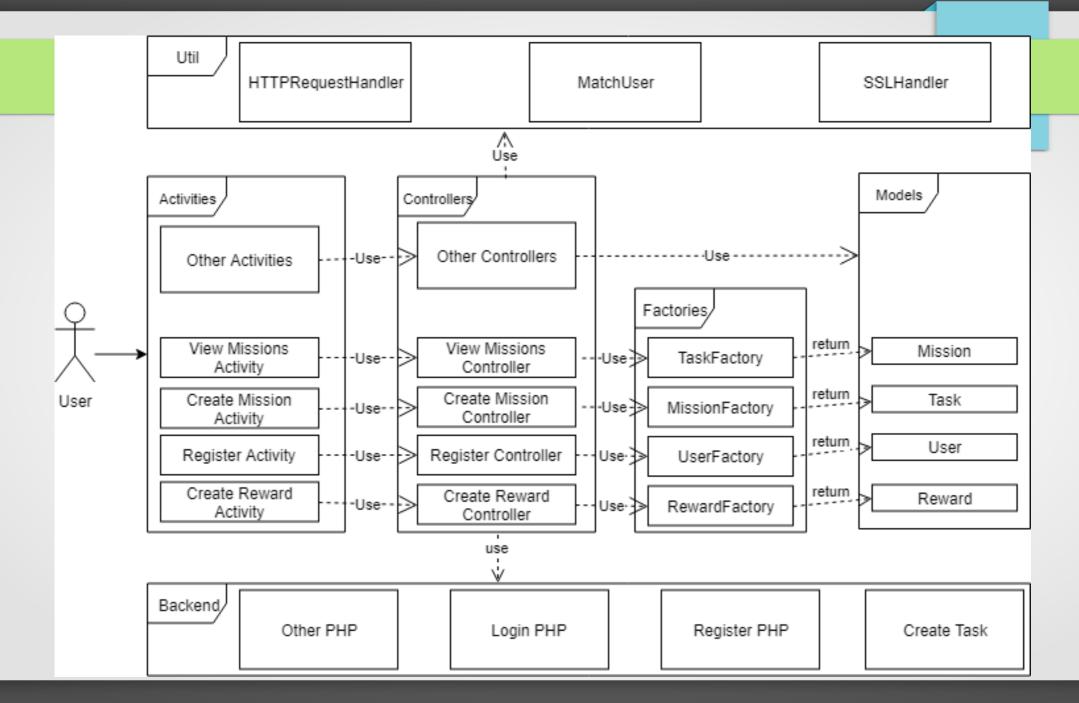
Metrics II

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	Project metrics		s
class				₩	OCavg	WMC
learnity our self. dhbw. learnity our 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