ReserveWell

Second Iteration Plan

[Note: Text enclosed in square brackets and displayed in blue italics (style=InfoBlue) is included to provide guidance to the author and should be deleted before publishing the document.]

# 1. Key milestones

|  |  |
| --- | --- |
| **Milestone** | **Date** |
| Iteration starts | 6/11/2023 |
| Define other use cases | 8/11/2023 |
| Define objects, attributes, and methods | 14/11/2023 |
| Determine initial data base relationships | 20/11/2023 |
| Define initial software architecture | 23/11/2023 |
| Design initial user interface requirements | 23/11/2023 |
| Revise work list | 23/11/2023 |
| Get feedback from other teams | 25/11/2023 |
| Evaluate other teams | 27/11/2023 |
| Iteration stops | 27/11/2023 |

# 2. High-level objectives

* **Define Objects, Attributes, And Methods:**

Identify and document the objects (entities) within the system, including their attributes and methods. Objects represent the key components or entities in the system and are essential for modeling system behavior and data interactions.

* **Determine Initial Database Relationships:**

Establish the foundational database relationships required for the project, including the definition of tables, their attributes, and the relationships between them. Ensure that data can be stored and retrieved efficiently.

* **Define Initial Software Architecture:**

Create an initial software architecture that outlines the high-level structure and components of the system. This architecture should define how different modules or components will interact, ensuring scalability, maintainability, and performance.

* **Design Initial User Interface Requirements:**

Develop the initial user interface (UI) requirements, including wireframes, layouts, and user interaction flows. Ensure that the UI design aligns with the project's objectives and provides an intuitive and engaging user experience.

# 3. Work Item assignments

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name / Description** | **Priority** | **Size estimate (Points)** | **State** | **Reference material** | **Target iteration** | **Assigned to (name)** | **Hours worked** | **Estimate of hours remaining** |
| **Define an initial high-level system architecture** | 2 | 3 | New |  | 2 |  | 8 | 8 |
| Define objects, attrbiutes, methods | 3 |  | New |  | 3 |  |  |  |
| **Develop a use-case model** | 2 | 5 | New |  | 2 |  | 14 | 12 |
| Form use-case diagrams | 2 | 3 | New |  | 2 |  | 6 | 6 |
| **Define uses cases** | 2 | 13 | Verified |  | 2 |  | 29 | 11 |
| Manage Waitlist | 2 |  | Assigned |  | 2 | Ezgi E. | 5 | 5 |
| Give feedback for completed reservations | 2 |  | Assigned |  | 2 | Tunalı | 3 | 3 |
| Check reservations of the new-comers, update tables and records accordingly | 2 |  | Assigned |  | 2 | Mustafa | 3 | 3 |
| **Do the design** | 2 | 8 | New |  | 3 |  | 22 | 22 |
| **Develop code** | 2 | 21 | New |  | 3 |  | 65 | 65 |
| Design interface | 2 |  | New |  | 2 |  |  |  |
| Define data base and entity relationships | 2 |  | New |  | 2 |  |  |  |
| Initial architecture | 3 |  | New |  | 2 |  |  |  |

# 4. Issues

|  |  |  |
| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
| Order of the restaurants shown on the interface | Open | It cannot conclude yet whether restaurants should be displayed on the screen in alphabetical order, according to location information, or according to restaurant type. |
| How to share tasks among development team  ​ | Ongoing |  |
| Any additional features needed for the core reservation system | Ongoing | In the detailed design phase, the need for additional features may rise |

# 5. Evaluation criteria

## At the end of second iteration minimum%70 of the use cases should be written as fully dressed.

## Number of open issues, time to resolution, and issue tracking metrics.

## Completeness and relevance of identified use cases, and alignment of use cases with project scope and objectives.

## No missing relationship in the database.

## Clarity and robustness of the initial software architecture.

## Walkthrough of iteration build with Quality Teams received favorable response.

## Minimum 85% of the opinions against the interface design should be positive.

## Quality and intuitiveness of the initial user interface design, and alignment with user experience objectives.

## Completeness and accuracy of project documentation.

## Clarity and completeness of object definitions, including attributes and methods, and alignment of object definitions with project requirements.

# 6. Assessment

|  |  |
| --- | --- |
| Assessment target | Second Iteration |
| Assessment date | 4/11/2023 |
| Participants | Development Team, Quality Team |
| Project status | Green |

## Assessment against objectives

Since the iteration has just started, the work items have been completed, so no evaluation has been made yet.

## Work Items: Planned compared to actually completed

Data flow diagrams are started to be created. Other works have not started yet, but it is anticipated that the schedule will not be left behind.

## Assessment against Evaluation Criteria Test results

No tests have been done yet. Evaluation criteria will be assessed after the tests.

## Other concerns and deviations

-Unforeseen technical challenges or roadblocks.

-Ensuring thorough testing and quality assurance within the time frame.

-It is concerned that integrity will not be achieved if each team member performs a task.

-Unsatisfaction about the initial draft user interface.