

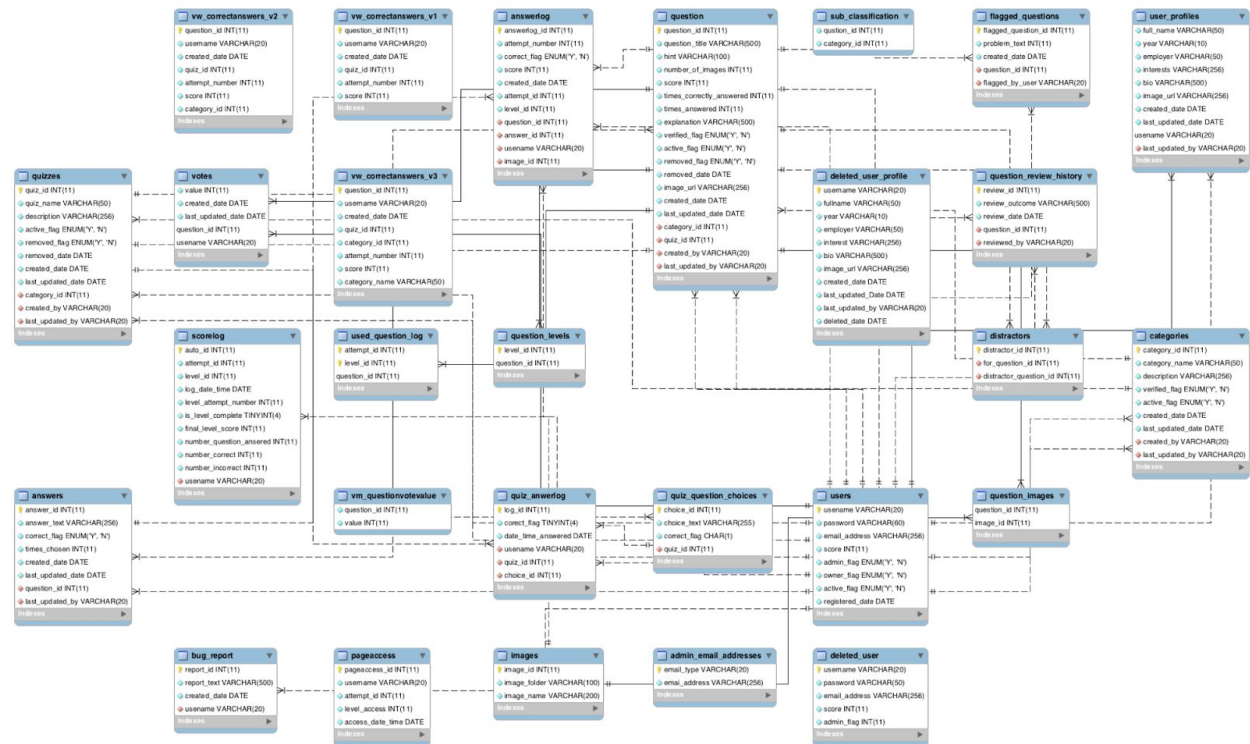
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Spring 2018 Capstone
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Pharmacy Quiz Game Midterm Update

This semester we are taking on the pharmacy quiz game for our capstone project. As per our proposal, our aims are: “to debug and develop from the database structure up through to the user interactive elements. Prior developers had failed to document appropriately, and much revision to the code is necessary to provide an adequate service.” Thus far we have accomplished some documentation, particularly of the oral pathology portion of the quiz game system. We have gone through classes to establish method functionality, attempted to demystify the ER diagram and documented relationships between classes to understand the MVC structure for our clientele. We have also began researching Capybara as a means to debug and test functionality. We are on track to complete documentation of the code, but may not accomplish all of the debugging that we hoped to achieve.

As it sits, we may have to forgo one or two user stories, specifically the ability for users to evaluate question response quality and mobile friendliness. If we are delayed by documenting and debugging the existing code, there may not be time to add website features. The greatest risk to our success is that by taking on the “narrow but deep” strategy, we may become too bogged down in the details with respect to documenting, and not be able to write any new code. This will heavily impede our ability to achieve the clients’ expectation of a “build” phase.

We have not changed our process extensively, but have made efforts to communicate with one another more often. As a unit, we’ve made strides in the documentation. Email has been somewhat unreliable, as busy schedules delay responsiveness. We have attempted to remain true to our communication parameters with our clients with respect to providing agenda minutes before meeting and summaries following meetings, as well as keeping them up to date on deliverables we submit to the course.



Above is the ER diagram we were given. Not all nodes have connectivity and some overlay node paths, which confuses the connections and makes class interaction difficult to document. We are in the process of updating and clarifying this diagram.

During the meeting on March 2nd, we discussed with Jonathan about the current status of the project and the deliverables expected after Spring Break. Our current main task is to review the Cake PHP Framework and have the development environment properly installed by March 12. To assist us in setting it up, we have been given several Lydia tutorials reviewing Cake and PHP Frameworks in general. In addition, we are to continue documenting and commenting the already established code in the repo. During the meeting, we discussed that less code that is well-documented is preferred over a complete system that is barebones in documentation. During the next meeting on March 16, we will discuss the actual integration of the two databases using the Framework.