**Iteration 3 – Updated Plan**

**CHANGES IN PLAN**

We made one change to the previous plan for Iteration 3 that we planned out in Iteration 0. This change was that we already implemented the big story “Search Over-The-Counter Medication” in the Iteration 2 (without even knowing it) and hence, it has already been done and is not needed to be implemented in Iteration 3. Due to this, we started off Iteration 3 strong, because we were already ahead of the game. However, we didn’t slack off and instead used this extra time to allocate more time in other tasks, such as refactoring and the hardening stage to polish our project before the release.

Additionally, during this iteration, we spent a fair amount of time trying to fix bugs left over from Iteration 2 (explained in the “Major Changes Made in Iteration 3” document and also in the Wiki). We also spent a decent amount of time handling all of our QA team’s reported issues (explained in the “Addressing Issues” document). These tasks were not in our initial plan for Iteration 3.

**PLANNED TIME AND ACTUAL TIME TAKEN**

* Please note by days, we mean story points – roughly 3 hours, not full days
* For the following detailed stories of Iteration 1, here are the planned times and actual time taken:
  + See Own Personal Purchase History
    - Planned: 2 days
    - Actual: 2 days
  + See Own Number of Refills Left for ALL Prescription Forms
    - Planned: 2 days
    - Actual: 2 days
  + See Own Total Money Spent
    - Planned: 2 days
    - Actual: 2 days
  + See Own Personal Information
    - Planned: 2 days
    - Actual: 2 days
  + Search Patient by Health Card ID to See Entire Purchase History
    - Planned: 1 days
    - Actual: 1 days
  + Search Patient by Health Card ID to See # of Refills Left for ALL Prescription Forms
    - Planned: 1 days
    - Actual: 1 days
  + Search Patient by Health Card ID to See Total Money Spent
    - Planned: 1 days
    - Actual: 1 days
  + CODE SMELL: Duplicated Code
    - Planned: 2 days
    - Actual: 2 days
  + CODE SMELL: Long Methods
    - Planned: 4 days
    - Actual: 5 days
  + CODE SMELL: Long Classes
    - Planned: 4 days
    - Actual: 5 days
  + Testing #1
    - Planned: 3 days
    - Actual: 5 days
  + Testing #2
    - Planned: 3 days
    - Actual: 3 days
  + Testing #3
    - Planned: 3 days
    - Actual: 4 days
  + Fix Bugs/Issues from Previous Iterations
    - Planned: 3 days
    - Actual: 4 days
  + Fix Issues Identified by QA Team
    - Planned: 3 days
    - Actual: 3 days
  + Hardening Phase
    - Planned: 2 days
    - Actual 2 days