Team 34 Sprint 5 Project Report

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At the start of the project, we came up with 20 use cases that would define when the Rotten Tomatillos project was complete. I will summarize the current state of each of these use cases before concluding with an overall analysis of how close we are to completion.

The first four use cases have to do with user accounts. We have completely implemented a user account system with logins and CRUD operations on user accounts, there is an option to change your password, and admins can delete accounts. Therefore, all four of these use cases are complete. We have also implemented a movie search feature that pulls movies from the DB or an API based on search terms; this completes another use case. Users can view movie information as they might on an IMDB kind of website and they are also able to rate and review movies. When they are on the movie page, they can view a trailer for the movie and/or follow a link to AMC website where they can buy a ticket to watch newer movies in theatres. This accounts for another five use cases. The system gives users an automatically generated list of recommended movies, collects data about what movies the user views and adds to lists to make better future recommendations, and links every individual movie to movies that are similar, completing another three use cases. The system allows for interaction between users, so that users can connect with other users, recommend movies to others, and view other users' public profile information. User interaction accounted for three use cases. Users can create and edit their own lists of movies to store and organize the movies they enjoy or want to see, which is another use case. The original plan also had use cases for sending messages between users, adding links to digital movie sources such as Netflix or Amazon Prime, and a fully implemented way to include other non-movie types of media to the project. We have since decided that while these are nice-to-have features, they are not critical to the first release and have therefore been dropped from the scope of the first release. These features could potentially be added post-release in updates.

Overall, this means that out of our original 20 use cases, 17 were completed (85%), 3 were dropped (15%), and 0 are critical but unfinished. Accounting for the dropped use cases, this means that we are at 100% completion for what we wanted to get done before the first release. We also have 99-100% statement testing for our backend controller functions, so there shouldn't be much or any bug fixing required (at least in the backend). The project is on track for a successful launch.