**Maintenance Project Final Report – The Godfather Discord Bot**

Outsourced™ - Tod Jones, Vince Seely, Dakota Methvin

1. **Self-Evaluation**

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| --- | --- | --- | --- | --- |
| **Team Member** | **Maintenance Items** | **Maintenance Type** | **Progress** | **Comments** |
|  | *list the bug fixings or enhancements you planned to implement* | *classify the types of the maintenance item* | *Use percentage to represent the progress* | *If not 100% implemented, explain what is missing or/and why it is not implemented* |
| Dakota | Access to Ubisoft’s private Rainbow 6 Siege player statistics API | Perfective | 100% | My module successfully accesses the specified API. |
| Dakota | Command to display the general stats of a player | Perfective | 40% | There are many statistics which are not implemented in this maintenance project. The ones I chose to implement are the most common, or the most useful. Adding the extra statistics would be a matter of designing extra commands and passing in the results of the existing API call. |
| Dakota | Command to display the ranked stats of a player | Perfective | 85% | As with the general statistics, there are a few additional fields that are not shown by my command. I feel the ones chosen are representative of the intended end-user utility. |
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1. **Regression Test**

* *List the unit tests and integration tests you used to prove that the bug fixes/enhancements listed above were successfully implemented.*
* *Describe in details on how you run the tests listed above. I will use the instructions here to run your delivered software and evaluate your performance. You may want to provide the instructions here to the outsourcing team as well, so they can properly evaluate the delivered software.*

1. **Conclusion**

*Summarize the maintenance project and discuss (1) what the initial expectations and plan are, (2) what you have achieved or completed and (3) what techniques and experience you have learned that might be helpful in the future.*