# Feedback report: ClimbCode (D02)

| FORMAT | |
|---|---|
| Put the monetary unit symbol before he amount. | Done |
| Round the amount of costs. | Done |
| Effective start upgrade: Famous quotes. | Done |
| Join costs and hours in a same slide. | Done |
| Give more details in direct and indirects costs. | Done |
| Put a picture of the actor who is doing the use case in captures, demos or mockups. | Done |
| Change the term "Scalable" to "Extensible". | Done |
| Reverse the team-idea order to idea-team. | Done |
| Link between the effective starting's quotes | The development team considers that the quotes represent different concepts presented in the beginning of the presentation that are combined after they're introduced, representing the spirit of ClimCode. So, the team considers that they should stay like that. |
| Specification of the team's member in the **deliverable.** | Done |
| Team building mention. | The development team considers inappropiate to encourage team building at the momento, due to the priority of the current development tasks that are in process. So, currently there is no mention to it in the presentation. |

| CONTENT | |
|---|---|
| Specification of the balance point of the project. | Done |
| Add a starting charge of interactive exercises as a threat/weakness. | Done |
| Identify the subjects in which the Project will focus. | Done |
| Specification of the tools used to créate interactive exercises. | Done |
| Experience/threats chart of technologies for the team. | Done |
| Document management removal. | Done |
| Programming teaching by courses. Interactive exercises' creation competitions. | Studying the main focus of the application (to support teaching with interactive exercises) and the received feedback in previous weeks, we've discarded the possibility of easing the learning of programming, because there are already other different tools for this objective. That means also that we discard |

| | interacive exercises' creation competitions and learning courses made by the development team, too. |
|---|---|
| Decreasing of space dedicated to business model and idea. | Done |
| Specification of the work and tasks of every team member, so as the solitiones and reasons for the problems that have taken pkace for the project. | Done |
| More reduction from the space dedicated to the business model and the idea of the project. | Done |
| Demo/URL of the features developed in sprint 1. | Done |
| Product's pilotage plan. | Done |
| Tasks' advance percentage. | Done |
| Problems found, solution given to them and ways to measure those solutions. | Done |
| Performance of every group member as the number of completed tasks and invested hours in the project. To Say if that member has completed his tasks or not, why, to say if he has done more or less work than expected and to say if his work is the one assigned to his tasks. | Done |
| Burndown graphic of the product. | Done |
| Technologies' analysis: Who has to learn each one, how is his process in that, risks from the technology, status of the technology. | Done |
| Weekly hours' estimation and why have we passed it or not reached it, and the current situation of costs and hours. | Done |
| Optimistic and pessimistic estimations' removal. | Done |
| Deployment technology and how to deploy the platform. | Done |