

## **Feedback report: ClimbCode (D03)**

**<http://www.climbcode.tk>**

<b>FORMAT</b>	
Show always the logged user in the demo.	Done
Upgrade in the technologies' colours.	Done
Upgrade in the titles of the slides to make them less repetitive.	Done
Upgrade in the message of the project's current situation.	Done
Upgrade in the slide's effective start.	Done
Reduction of the space used for images in order to explain more in lesser amount of images.	Done
Reduction of the data showed in the project's situation graphic.	Done
Replacement of the images with white background.	Done

<b>CONTENT</b>	
Concretion of the idea about programming courses and interactive exercises' contests.	Done
Upgrade in Heroku's risk. If there's still any risk, measure it.	Done
Add metrics' acceptance range.	Done
Project manager's metric for tasks' distribution.	Done. We've change the tasks' distribution system, using the same metric as we use to measure our tasks' estimation problem.
Upgrade in the project's status graphic to show the amount of budget used and the ideal progression of it.	Done
Contingency plan for problems inside the workgroup.	Done
Stable deployment of the project.	Done
To say the feedback obtained in the pilot plan, which are we going to implement and why.	Done
To say the questions made in each session of the pilot plan.	Done
Explanation of our work methodology.	Done
To say how much money would pay our clients for the product.	Done
To say the number of current real users of our project.	Done
To say the pilot plan's results.	Done
Technology risks' removal.	Done

To let the programmers put a price to the interactive exercises they've created.	Given the amount of time remaining for the development of the project, the team considers this idea not possible to be put in practice. Despite that, it considers that having a static price for each interactive exercises is not a bad solution, given the fact that the programmers get money each time an exercise is sold and not each time they upload an exercise to the platform, allowing them to earn more profit if they put more effort in the creation of a good interactive exercise.
Costs' explanation	Done