**Feedback report: ClimbCode (D02)**

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| **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 |

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| **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 |