**Feedback report: ClimbCode (D03)**

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

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| **FORMAT** | |
| 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 |

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| **CONTENT** | |
| 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. |