

Pistachio

Deliverable: Iteration Three

Team: Pistachio

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1. Iteration Functionality:

The application now has a home screen that when the application is first open has three buttons. One for viewing statistics, one for saving a new user passkey, and one for testing against the user's saved passkey. When opening statistics, several pieces of statistical data will be displayed. This includes; the number of passkey attempts, the number of accepted passkeys, the maximum dissimilarity score allowed for acceptance, and overall rate of acceptance. To get back to the home screen the user can use the back button. Register button bring the user to a screen for saving a new passkey, consist of entering a sequence three times as close to the same exact sequence as possible. This will then be saved and used to test against when attempting to test a passkey. Login will bring the user to the screen where they can try and test a sequence against a saved passkey and get a level of certainty back. After the sequence is entered the statistics screen will be opened showing the results.

2. User Stories Implemented:

- Displaying current statistics
- Averaging user statistics
- Saving passkey
- Getting attempt sequence
- Routing all the views from the home screen

3. Iteration Changes:

For this iteration we were able to stick to the plan we had in place. We are on schedule with the last iteration, and just needed to bring all the parts of the application together and add the statistics. This iteration routing was added to all the different pages we have an everything is done in app. We were also able to add some extra popup notifications that give user instructions on what to do and feedback on events throughout the workflow of the "registering" module. The menu screen was also redesigned to what we think is more visually pleasing than the original mock-ups. Also, a audible feedback was added when pressing start/ stop buttons on the screen.

4. Lessons Learned During Iteration:

Being on schedule for this iteration made completing all the planned features and implementing them into the application a manageable task. From this we learned that a good project plan and properly organized and estimated backlog make completing the project much easier. This meant we were not rushing to get everything together at the last minute. Everyone on the team worked very well together and communicated what we were doing at the beginning of each iterations and what was expected of each of us. Each team member worked as a team, meaning that if someone needed help we would step up and help. This showed that having a team that cared about what they are working on and in helping, made working on a project enjoyable.

5. Un-Implemented and New User Stories:

There are no more user stories. We've successfully completed everything on our backlog.