Pistachio

Deliverable: Iteration One

Team: Pistachio

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1. Iteration Functionality:

After the first iteration the application visually, has a start stop button at the bottom screen. This button is labeled “Start”, then once a user presses the button the label changes to “Stop”, indicating that pressing it a second time will cause the timer/recording to stop. There is a rectangular image that displays above the start/stop button. This image is a grid and is the portion of the screen that is designed to take user inputs, where the user taps their sequence. Each tap records the x and y coordinates in the grid/page layout, and the time the action/tap occurred.

Once the stop button has been pressed, the sequence that was just entered by the user is saved to a file that can be accessed by the developers for reviewing. Each sequence listed will display the attributes of each screen tap that has been recorded.

2. User stories Implemented:

1. Starting a passkey attempt: estimated complexity 3.
    a. starting attempt timer: 1
    b. getting each screen press parameter: 2
2. Stopping a Passkey attempt: estimated complexity 3.
    a. stopping attempt timer: 1
    b. saving sequence with screen press parameters: 2

Total Size: 6

3. Iteration Changes:

At this time, we have not made any changes to user stories for this iteration. We have also implemented the user stories that we planned to have done for this sprint. During the backlog stage, the user stories were broken down into manageable size stories, and evenly divided between the three sprints. During the last meeting we discussed making a few changes to the next sprint, and after getting feedback from the product owner, we will revisit these changes and revise the second and third iteration accordingly. Possible changes proposed where;

adding a visible timer for the user to see during the tap sequence, how to store the saved passkey sequence for comparison to passkey attempts: same file or separate file.

We went over and set a more organized approach to GitHub workflow and branching. The group also started using PivotalTracker.com to assist in managing user story documentation and responsibilities over each sprint. Reorganizing our GitHub documentation style and using Pivotal Tracker will allow team members to more easily remain on the same workflow.

4. Lessons Learned during Iteration:

As this is the first Android application that any of us have developed, choosing the right layout was a guessing game at the beginning. Our initial layout choice was not a good selection, but was realized and changed before it had any impact on the application. The new layout will not be a full screen lay, this will allow for the task bar across the top of the phone screen to remain visible as well as the back and Home buttons at the bottom of the screen. This has no effect on the user stories or the functionality of the application but was worth mentioning. Lesson learned was on differences between layout options that Android offers.

We also learned that getting everyone on the same workflow for GitHub helps organize each member's work as well as making integration of individuals work into the project easier. This, along with using a documentation or workflow tracker like PivotalTracker.com would keep the time up to date on one another's progress on each specific component of the application. Next time, before coding or the development stage is to take place we would document how the workflow was going to be done so everyone is on the same page.

5. Updated list of User Stories still to be Implemented:

1. Setting a passkey
    a. Precondition: The application must not have a passkey set
    b. Postcondition: The application will now have a passkey to test
2. Testing a passkey
    a. Precondition: The user must have a user account and passkey saved to it

    b. Postcondition: The system authenticates
3. Viewing User statistics after valid passkey entered
    a. Precondition: The user must have entered a matching passkey attempt to their saved passkey and have answered the query on if it was a valid attempt.
    b. Postcondition: Once the user is done viewing the statistics they will be able to get to their home screen by pressing the back button
4. Escaping User Statistics Screen
    a. Precondition: The user must have entered a matching passkey attempt, the query must have been answered, and the statistics must be displayed
    b. Postcondition: The user will be back at their home screen.

6. Next iteration Implementation:

Setting a passkey (3 pts):

A user will enter 3 consecutive tap sequences. The application will take the 3 sequences, average them together, and return a master sequence to be used in comparing other passkey attempts.

Testing a passkey (3 pts):

A user will be able to match an attempted passkey attempt up to an existing master tap sequence. A algorithm, which will be provided by the product owner, will be provided in comparing the sequences. If an attempted sequence matches the master sequence, user will be informed of a successful passkey attempt. If a an attempt does not match the master, user will be informed of a failed passkey attempt.

Functionality after second iteration:

After the first iteration, a user will be able to save a sequence to be used as the master passkey for comparing other passkeys too. Once the a passkey has been saved as the master, a user will be able to attempt to replicate that passkey sequence. Once the attempt has been made, the user will be informed on whether or not the attempt was a successful or a failed attempt.