# Inception Phase Status Assessment

## Deliverable outcomes

### Assessment 2: LCOM

It is a requirement of the project that the development team deliver several pieces of documentation related to the initial concept development. These include the following;

* Project Vision - which primarily defines the core idea and the business case justifying the development effort.
* An Initial Requirement Model - which identifies the scope of the intended software, and the functional and non-functional requirements.
* Proposed Architecture - which indicates how the development team intends to achieve the functional and non-functional requirements set out in your Vision and supporting documents.
* Risk List - which indicates that issues we are aware of what can go wrong, and what we can do to avoid them.
* Master Test Plan - which is an elementary outline of how the development team intends to verify that the project meets its aims.
* Initial Project Plan - which indicates roughly how we think we are going to achieve the goals of the project.
* Technical Competency Demonstrator - which indicates that the development team have the technical skills to achieve those goals of the project.
* Inception Phase Project Status Assessment - which assesses the project progress against the milestones as outlined in the project plan, as well as against the specific aims of the Inception Phase.

### Quiz game playable on a mobile device

At the very minimum, this project must deliver a playable mobile game. This game must be able to operate on both iOS and Android platforms. A game that supports a single player, who is asked a series of questions and their answers are judged to be either correct or incorrect, would technically meet this goal. However, as outlined in the vision document, the proposed game has considerably more functionality.

### Multiplayer functionality

It is the aim of the development team that users of Let’s Quiz will be able to play against opponents from around the world. To do this games will be keep in a SQL database on our server, as each player finishes their round the opponent would then take their turn. This would continue until they had played three rounds against one another. For this outcome to be realised, it is vital that the score is kept, and a winner determined.

### In game, updateable question list

To keep the game fresh and allow users to feel as though they have more control over the content, users can add questions to the question list. This would mean that the application draws its questions from the online database. It would also mean that every device could append data to that table.

### User accounts, linkable to social media profiles

To allow for multiplayer functionality each device would have to have a unique name, it is the development team’s aim to extend that to a user account where the user can select a username and sign in with their existing Facebook or Google Play accounts.

### Push notifications

To alert users when it is the turn the development team intends to implement a to have a push notification system in place, our intention is to use Firebase for this purpose.

## Issues

TBA – requires iteration plan 2

## Risks

TBA – will use Aarons risk list

## Overall Progress

At this stage the development team is on track with regard to their overall progress goals. They have completed the deliverable outcome of Assessment 2: LCOM and each team member is working towards achieving the other deliverables.