# 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 the vision and supporting documents.
* Risk List - which indicates the issues that the development team are aware of what can go wrong, and what them team 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 the team think they are going to achieve the goals of the project.
* Technical Competency Demonstrator - which indicates that the development team have the technical skills to achieve the 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 kept in a SQL database which is hosted by a third party, 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 their turn the development team intends to implement a push notification system, the development team’s intention is to use Firebase for this purpose.

## Issues

To date the development team have had no reportable issues.

## Risks

Further explanation of each risk can be found in the Risk Log.

#### Server Failure

Let’s Quiz requires a server to allow gameplay between devices. If the server was to fail or become overwhelmed the application would fail. To mitigate this risk the development team have engaged Hostinger a globally recognised name in server hosting.

#### Shortcomings in the team knowledge base

It is a concern that the scope of the project may reach beyond the skillset of the development team. All members of the Let’s Quiz design team are committed to both the project and personal development so the chance to learn and develop will be embraced. Furthermore the Let’s Quiz design team are supported by Charles Sturt University and can draw on their considerable knowledge base if necessary.

## 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.

Further explanation of each deliverable outcome can be found in the vision document.

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| **Deliverable Outcome** | **Current Status** | **Expected Completion** |
| Playable Quiz Game | Complete | April 2018 |
| Question pool that can be updated by users | In progress | July 2018 |
| Multiplayer Quiz Game | In progress | July 2018 |
| Allow user to have multiple games running simultaneously | Not started | July 2018 |
| Have users play multiple rounds against each other making up a complete game | Not started | July 2018 |
| Link Let’s Quiz with popular social media platforms | Not started | September 2018 |
| Notify users when it is their turn to ensure faster game play | Not started | September 2018 |
| Ability for users to vote on questions they like or do not | Not started | September 2018 |
| Global Score board containing all users | Not started | September 2018 |
| Polished game, globally available | Not started | September 2018 |
| Multiple categories of questions | Not in scope | TBA |
| Picture based questions | Not in scope | TBA |
| Allow for user input as an answer | Not in scope | TBA |