Let’s Quiz

Elaboration Iteration 1 (3)

# 1. Key milestones

|  |  |
| --- | --- |
| **Milestone** | **Date** |
| Iteration start | 09-04-2018 |
| Functioning database required | 13/04/2018 |
| Team members to comfirm they have access to Let’s Quiz back end | 15/04/2018 |
| Facebook developers account created | 15/04/2018 |
| Documents due for review | 22/04/2018 |
| Iteration stop | 23-April |

# 2. High-level objectives

1. Database Connectivity

2. Set up Facebook accounts and review SKD

3. Game GUI development

4. Revise LCOM documents for LCAM

# 3. Evaluation criteria

1. Screen shots and a ERD diagram of diagram of database set up. It should include no less then aA Users

a) users table

b) questions table

c) HighScores table

d) ongoing games table

2. Screen shots of documents and accounts set up through Facebook

3. Screen shot of the GUI

4. Documents submitted to version control when they meet the criteria for distinction as outlined below

##### Revised Vision

All DI criteria as specified in LCOM Vision criteria.

The Vision has been updated to reflect **most**changes in project scope.

The Vision is **mostly**consistent with the revised requirement model.

There is a **change log** that **records specifc changes** that have been made.

The Vision reflects **most**lessons learned and the outcomes of most risk mitigation strategies that have been enacted.

##### Revised Requirement Model

All DI criteria as specified in LCOM Requirement Model criteria.

The requirement model**includes a full use case description for the CCRD use case** which identifies the normal and **most**alternate and exception flows, and adheres to sound use case description conventions, and also**identifies non-functional requirements** for the use case..

The requirement model sets out a **reasonably thorough** set of  **realistic and achieveable specific**functional and non-functional goals for the project.

The requirement model reflects **most**lessons learned during the Elaboration Phase.

##### Final Architecture

All DI criteria as specified in LCOM Proposed Architecture criteria.

The architecture **explains**the approach used to implement the CCRD use case, and supports **all** remaining functionality and system qualities to be implemented.

The architecture reflects **most** lessons learned during the Elaboration Phase.

##### Revised Project Plan

The revised project plan specifes a  **realistic and achievable** schedule to implement the remaining functional and non-functional requirements of the project, and to complete user acceptance testing and deployment.

The plan is **clearly related** to the risk prioritisation principles of the UP.

The plan specifies functional targets (ie use cases to be implemented) for each iteration of the Construction Phase, along with other necessary activities.

The plan makes general allowances for contingencies.

# 4. Work Item assignments

The following Work Items will be addressed in this iteration:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Work Item ID** | **Name or key words of description** | **Outcome** | **State** | **Assigned to (name)** | **Estimated Hours** | **Hours worked** | **Estimate of hours remaining** |
| 1.1 | Set up database | Col to set up database + sql tables and give other team members access  (13/4/18) | [Complete](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/SS%20of%20database%20creation.PNG) | Col | 4 | 3 | 4 |
| 1.2 | Test logins | Team members to verify they have access to read and write to the database FTP  (15/4/18) | Complete../../../Desktop/Screen%20Shot%202018-05-02%20at%2011.03.23%20am.png | Aaron  Michelle  Charnes | 1  1  1 | 1  1  1 | 0  0  0 |
| 1.3 | Pull question | On start up game to get questions from Question Pool database  (22/4/18) | [In progress](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/PullQuestionsFromDB.php) | ` | 6 | 3 | 3 |
| 1.5 | Sign in page | Design in game sign in page (draft)  (22/4/18) | [Complete](https://github.com/coldog86/Development-Project/tree/Charnes/Let's%20Quiz) | Charnes | 4 | 0 | 4 |
| 2.1 | Facebook Developer | Create Facebook developer’s account for Lets Quiz and all team members  (15/4/18) | [Complete](https://github.com/coldog86/Development-Project/blob/226a7ce5f8fe07d4112641ef546f10789498f448/Facebook%20and%20Google%20Play%20Developer%20Accounts%20Setups%20for%20Lets%20Quiz.docx) | Michelle | 2 | 2 | 0 |
| 2.2 | Review updates to Facebook SKD | Review updates to Facebook SKD  (15/4/18) | [Complete](https://github.com/coldog86/Development-Project/blob/0dcd90c4af7c0d77458808b3f899c3c9b22c4e27/Review%20Updates%20to%20Facebook%20SDK.docx) | Michelle | 2 | 0 | 0 |
| 3.4 | Game Interface | Design the actual quiz game interface (draft)  (15/4/18) | Complete../../../Desktop/Screen%20Shot%202018-05-02%20at%2010.56.44%20am.png../../../Desktop/Screen%20Shot%202018-05-02%20at%2010.56.49%20am.png | Charnes | 10 | 3 | 7 |
| 4.1 | Vision Document | Adjust vision document and submit for review  (22/4/18) | [In Progress](https://github.com/coldog86/Development-Project/commit/7109cf7b53ce159fe208f6dd3911f8367e9d9a61#diff-3396452f73b4438cb045c142835257dc) | Col | 10 | 5 | 5 |
| 4.2 | Requirement Model | Adjust req model and submit for first review  (22/4/18) | [In Progress](https://github.com/coldog86/Development-Project/blob/8a7e1fabef0779191fb64ab2a86893dc19e1e3ba/Initial%20Requirement%20Model.docx) | Michelle | 10 | 0 | 0 |
| 4.3 | Architecture Document | Adjust arc doc and submit for first review  (22/4/18) | In Progress | Aaron | 10 | 0 | 0 |
| 4.4 | Project Plan | Adjust Project Plan and submit for first review  (22/4/18) | In Progress | Charnes | 10 | 3 | 7 |
| 5.1 | Update Risk List | Added to Risk List | [Evidence](https://github.com/coldog86/Development-Project/commit/84564cea4a6ea9149f927e53512a415ffef78db6#diff-adacafe899db5d46bdf58fd71d1cac8c) | Col | 0.5 | 0 | 0.5 |

# 5. Issues

|  |  |  |
| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
| Team members noted progress is slow on adjusting LCOM documents without receiving marked documents back | Unresolved | Have contacted James Tulip 3 times via email, he has not replied. |
| Multiple assignments due in other courses over the course of this iteration | Resolved | Progress is overall still acceptable. Noted that we cannot afford many more iterations where our goals are not met |

# 6. Assessment

|  |  |
| --- | --- |
| Assessment target | Iteration # 3 |
| Assessment date | 23 April 2018 |
| Participants | Aaron, Col, Charnes, Michelle |
| Project status | Orange |

## Assessment against objectives

Not a very successful iteration, primarily due to time commitments for all team members.

The plan was to come close to completing all assigned documents and that was not achieved. With only some work being done on the game itself.

## Work Items: Planned compared to actually completed

Taken by itself this iteration is cause for alarm. However our progress has been reasonable up to this point and we can see that this was a bad iteration, provided it is not repeated this is not a terrible time to have a bad iteration.

## Assessment against Evaluation Criteria Test results

What work that was completed was to the standard required

## Other concerns and deviations

3 of 4 team members are doing Graphics and having a hard time with it, we have now submitted assignment 2 and can apply ourselves to this subject completely for the next iteration.

While the database is set up as per the work item, realistically this will be an ongoing item to maintain and continue to adjust as the project requires.