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| Software Development Team |
| Let’s Quiz |
| Elaboration Phase Status Assessment |

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Contents

[1 What is expected to be delivered? iii](#_Toc516402557)

[2 Why we are developing this application v](#_Toc516402558)

[3 What is the CCRD v](#_Toc516402559)

[3.1 System qualities vi](#_Toc516402560)

[3.2 Activity Diagram for CCRD vii](#_Toc516402561)

[4 How we intend to achieve this project viii](#_Toc516402562)

[4.1 Evidence of competency viii](#_Toc516402563)

[4.2 Risks viii](#_Toc516402564)

[4.3 Overall Progress ix](#_Toc516402565)

# Executive Summary

# Iteration Evaluation and Reporting

## Iteration 1

The primary goal for this iteration was to get the game to a state where users could play against each other. We knew this would be a large task and that it would primarily have to be completed by a single member of the design team.

By the end of this iteration multiplayer functionality had been added to the game and users could have multiple ongoing games happening at once. The only aspect that was not completed to a production level were in the UI where placeholder art work was used.

There was a goal of having offline redundancy added to the game in this iteration. It was decided during the mid-iteration team meeting to drop this as a goal as it was dependent on aspects of multiplayer being functional, specifically a pregame check for opponents and the Game Lobby scene.

Overall this iteration was a success.

## Iteration2

The goal of iteration 2 was to implement social media sign in, have the game push notifications to users phones when it was their turn and to extend the leader boards to have top questions and top question submitters.

It was a mistake to put this as an objective before 'Voting on Questions' was implemented in the UI which according to the Project Plan was not scheduled until iteration 4. The high score boards were made but could and tested by manually adding voting values to the database but could not be dynamically updated as the game did not yet allow for users to vote on questions.

Overall we did not achieve our goals this iteration.

## Iteration 3

This iteration was deliberately left light for many of the team members as it was foreseen last semester that integrating different API’s into the game may prove challenging. Our aim for iteration 3 was to finish what was left from iteration 2 and to implement category specific rounds.

Introducing categories proved to be quite tedious. Throughout this entire project we have had various issues moving JSON objects between the database and scenes within the game, once these issues were resolved categories were added to eh game.

## Iteration 4

# Discussion of Risks & Issues

# Progress Compared to Project Plan

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| --- | --- | --- | --- | --- | --- |
| **Iteration** | **Objective** | **Planned Completion Date** | **Actual Completion Date** | **Current Status** | **Notes** |
| C-1 | Multiplayer play through | 23-Jul | 23-Jul | complete | This was a key functionality that almost all other functions required before they could be implemented.  Officially this was completed at the end of the initial iteration however as testing and functionality required multiplayer play through was continually being updated and adjusted |
| C-1 | Create tests for multiplayer play through | 23-Jul |  |  |  |
| C-1 | Implement offline redundancy | 23-Jul |  |  | This was deemed a low priority objective and was not started until later in the phase. |
| C-1 | Create the Game Lobby to show users ongoing games | 23-Jul |  |  | A functional but ugly game lobby was created on time. The final product and art work was not completed until later as functionality was deemed higher priorities. |
| C-2 | Social Media Integration (facebook) | 6-Aug |  |  |  |
| C-2 | Social Media Integration (Google) | 6-Aug |  |  |  |
| C-2 | Create test for social media functionality | 6-Aug |  |  |  |
| C-2 | Push notifications | 6-Aug |  |  |  |
| C-2 | Create tests for push notifications functionality | 6-Aug |  |  |  |
| C-2 | Extend Global Leader Board to Support Top Question and Top Question Submitter | 6-Aug |  |  | It was a mistake to put this as an objective before 'Voting on Questions' was implemented in the UI. The high score boards were made but could not be dynamically updated as the game did not allow for users to vote on questions |
| C-2 | Create tests for question leader boards | 6-Aug |  |  |  |
| C-3 | Extend game to allow for rounds to be about specific categories | 20-Aug | 20-Aug | complete | Implementation was quite a lot of work. As has often been the case throughout this project sending and retrieving data from the database can be quite difficult |
|  | Create tests for category specific rounds | 20-Aug |  |  |  |
| C-4 | Allow for users to vote on questions they like or dislike | 3-Sep |  |  |  |