Let’s Quiz

Elaboration Iteration 1 (3)

# 1. Key milestones

|  |  |
| --- | --- |
| **Milestone** | **Date** |
| Iteration start | 09-04-2018 |
|  |  |
|  |  |
| 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 set up

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

# 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/tree/Col/evidence%20of%20work) | 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 | Col | 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 first review  (22/4/18) | [Complete](https://github.com/coldog86/Development-Project/blob/Col/Documentation/Vision%20Draft.docx) | Col | 10 | 0 | 10 |
| 4.2 | Requirement Model | Adjust req model and submit for first review  (22/4/18) | In Progress | 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 | Update Risk List | Ongoing task | 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 |  |
| Assessment date |  |
| Participants |  |
| Project status |  |

## Assessment against objectives

## Work Items: Planned compared to actually completed

Quite poor this iteration. Primary reason; commitment clashes with other courses.

## Assessment against Evaluation Criteria Test results

## Other concerns and deviations