Let’s Quiz

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[Note: Text enclosed in square brackets and displayed in blue italics (style=InfoBlue) is included to provide guidance to the author and should be deleted before publishing the document.]

# 1. Key milestones

|  |  |
| --- | --- |
| **Milestone** | **Date** |
| Iteration start | 09-04-2018 |
|  |  |
|  |  |
| Iteration stop | 23-April |

# 2. High-level objectives

1. Database Connectivity

2. Social Media connection

3. Game GUI development

4. Question Submission

# 3. Evaluation criteria

1. Complete your assigned high level task

1. Are assigned tasks submitted to version control for reviewing by assigned reviewer.

2. Complete your assigned low level task

1. Are assigned tasks submitted to version control for reviewing by assigned reviewer.

# 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) | In progress | Col | 2 | 1 | 1 |
| 1.2 | Test logins | Team members to verify they have access to read and write to the database FTP  (15/4/18) | Not started | Aaron  Michelle  Charnes | 1  1  1 | 0  0  0 | 1  1  1 |
| 1.3 | Pull question | On start up game to get questions from Question Pool database  (15/4/18) | In progress | Col | 6 | 3 | 3 |
| 1.4 | Account Sign in | Allow for users to sign in using a bespoke Let’s Quiz account linked to the users table  (15/4/18) | Not Started | Col | 6 | 0 | 6 |
| 1.5 | Sign in page | Design in game sign in page (draft)  (22/4/18) | Not Started | Charnes | 4 | 0 | 4 |
| 1.6 | Multiplayer | Using a Let’s Quiz account players should be able to play against some one being mimicked in the database  (22/4/18) | Not started | Collin | 15 | 0 | 15 |
| 2.2 | Facebook Developer | Create Facebook developer’s account for Lets Quiz and all team members  (15/4/18) | Complete | Michelle | 2 | 2 | 0 |
| 2.3 | Google Play Developer | Create Facebook developer’s account for Lets Quiz and all team members  (15/4/18) | No Started | Michelle | 2 | 0 | 2 |
| 2.4 | Link Facebook SKD | Allow for Let’s Quiz to sign into Facebook and see a users profile  (15/4/18) | In progress | Michelle | 20 | 5 | 15 |
| 2.5 | Link Google Play SKD | Allow users to sign in using their Google Play accounts  (22/4/18) | Not started | Michelle | 20 | 0 | 15 |
| 3.1 | Submit Question GUI | Design the in game interface for the submit question feature  (15/4/18) | Not started | Aaron | 8 | 0 | 8 |
| 4.1 | Submit Question link to database | Have the game serialize the new question data and submit it to the online question pool  (15/4/18) | Not started | Aaron | 6 | 0 | 0 |
| 3.2 | Question voting GUI | Design the in game interface for users to vote on questions after a game round  (22/04/18) | Not started | Aaron | 8 | 0 | 2 |
| 3.3 | Settings page | Design in game settings page to control settings like volume  (15/4/18) | Not started | Charnes | 4 | 0 | 4 |
| 3.4 | Game Interface | Design the actual quiz game interface (draft)  (15/4/18) | In Progress | Charnes | 10 | 3 | 7 |
| 3.5 | Program Quiz game | Make changes to the technical competency code to suit the new GUI  (22/4/18) | Not started | Charnes | 10 | 0 | 10 |
| 4.2 | Question submission linked to user account | Add to database ability to track what questions each user has submitted and what rating they have  (22/04/18) | Not started | Aaron | 10 | 0 | 10 |

# 5. Issues

|  |  |  |
| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
|  |  |  |

# 6. Assessment

|  |  |
| --- | --- |
| Assessment target |  |
| Assessment date |  |
| Participants |  |
| Project status |  |

## Assessment against objectives

## Work Items: Planned compared to actually completed

## Assessment against Evaluation Criteria Test results

## Other concerns and deviations