Let’s Quiz

Iteration Plan 3

[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. Set up Facebook accounts and review SKD

3. Game GUI development

4. Revise LCOM documents for LCAM

# 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 | 4 | 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  (22/4/18) | In progress | Col | 6 | 3 | 3 |
| 1.5 | Sign in page | Design in game sign in page (draft)  (22/4/18) | Not Started | Aaron | 4 | 0 | 4 |
| 2.1 | Facebook Developer | Create Facebook developer’s account for Lets Quiz and all team members  (15/4/18) | Complete | Michelle | 2 | 2 | 0 |
| 2.2 | Review updates to Facebook SKD | Review updates to Facebook SKD  (15/4/18) | Not started | Michelle | 2 | 0 | 0 |
| 3.4 | Game Interface | Design the actual quiz game interface (draft)  (15/4/18) | In Progress | Charnes | 10 | 3 | 7 |
| 4.1 | Vision Document | Adjust vision document and submit for first review  (22/4/18) | Not started | Col | 10 | 0 | 0 |
| 4.2 | Requirement Model | Adjust req model and submit for first review  (22/4/18) | Not started | Michelle | 10 | 0 | 0 |
| 4.3 | Architecture Document | Adjust arc doc and submit for first review  (22/4/18) | Not started | Aaron | 10 | 0 | 0 |
| 4.4 | Project Plan | Adjust Project Plan and submit for first review  (22/4/18) | Not started | Charnes | 10 | 0 | 0 |

# 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