Let’s Quiz

Elaboration Iteration 2 (4)

[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

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| **Milestone** | **Date** |
| Iteration start | 23-04-18 |
| Architecture, Vision, Requirement Model & Project Plan documents submitted | 30-04-18 |
| Review of all documents listed above submitted | 4-05-18 |
| Database set up complete | 25-04-18 |
| PhP script complete | 28-04-18 |
| C# code inside of Unity complete | 2-05-18 |
| UI linked to C# inside of Unity | 5-05-18 |
| Members submitted questions | 7-05-18 |
| Iteration stop | 7-05-18 |

# 2. High-level objectives

1. Game GUI development

2. Revise LCOM documents for LCAM

3. Review members draft documents and work for LCAM

4. Database integration, setting up database tables, writing PhP, writing c# and hooking up UI in Unity.

# 3. Evaluation criteria

1. - Game GUI should be complete by end of iteration plan with all scenes completed in full. This includes the game screen, log in screen, splash screen, leaderboard, end game scene, menu and settings scene.

- GUI should follow standard design conventions for Android and iOS development with appropriate sizing of elements.

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2. - Vision Document: 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 specific changes that have been made.

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

* Requirement Model: 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 achievable specific** functional and non-functional goals for the project.

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

* Architecture Document: 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.

Project Plan: The revised project plan specifies 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.

3) – same criteria as above for review of documents.

4) - Database tables should be created to completion, containing all relevant tables and fields needed for the CCRD use case.

- PHP scripts created should allow for all commands to the database required for CCRD.

- C# scripts for Unity created in full to allow for the CCRD use case to be played out. The needed scenes are log in, game scene, end game and leader board.

- UI of Unity project should be linked to the created scripts. Allowing UI input to issue commands to the database and allow basic gameplay.

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| **Work Item ID** | **Name or key words of description** | **Outcome** | **State** | **Assigned to (name)** | **Estimated Hours** | **Hours worked** | **Estimate of hours remaining** |
| 1.0 | Vision Document | Adjust vision document and submit for first review  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 specific changes that have been made.  The Vision reflects most lessons learned and the outcomes of most risk mitigation strategies that have been enacted.  (22/4/18) | In Progress | Col | 25 | 20 | 5 |
| 1.1 | Requirement Model | Adjust req model and submit for first review  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 achievable specific** functional and non-functional goals for the project.  The requirement model reflects **most** lessons learned during the Elaboration Phase.  (22/4/18) | In progress | Michelle | 20 | 15 | 5 |
| 1.2 | Architecture Document | Adjust arc doc and submit for first review  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.  (22/4/18) | In Progress | Aaron | 20 | 15 | 5 |
| 1.3 | Project Plan | Adjust Project Plan and submit for first review  The revised project plan specifies 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.  (22/4/18) | In Progress | Charnes | 10 | 10 | 1 |
| 2.0 | Vision Document Review | Charnes to review the Vision Document using the criteria stated above in the outcome. Appropriate and thorough comments should be made. | In Progress | Charnes | 3 | 2 | 1 |
| 2.1 | Requirements Model Review | Col to review the Requirements Model using the criteria stated above in the outcome. Appropriate and thorough comments should be made. | In Progress | Col | 3 | 1 | 2 |
| 2.2 | Architecture Document Review | Michelle to review the Architecture Document using the criteria stated above in the outcome. Appropriate and thorough comments should be made. | Not Started | Michelle | 3 | 0 | 3 |
| 2.3 | Project Plan Review | Aaron to review the Project Plan using the criteria stated above in the outcome. Appropriate and thorough comments should be made. | In Progress | Aaron | 3 | 0 | 3 |
| 3.0 | Database Setup | Col to set up all database tables on the MySQL database on the server as stated in the requirement documents. | [Complete](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/SS%20of%20database%20creation.PNG) | Col | 1 | 1 | 0 |
| 3.1 | PhP script | Michelle to write the PhP scripts that will gather and send the relevant data to and from the database, | [Complete](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/SS%20of%20database%20creation.PNG) | Col | 3 | 2 | 0 |
| 3.2 | C# | Charnes to write the C# code inside of Unity for all the classes that will need access to the database. | In Progress (log in and register complete) | Charnes | 4 | 8 | 0 |
| 3.3 | Hooking up code to UI | Aaron to link the UI with the C# code created by Charnes. | In Progress | Aaron | 5 | 0 | 5 |
| 4.0 | Members Submit Questions | All members to submit 5 with possible answers into their branch. | [Complete](https://github.com/coldog86/Development-Project/blob/Michelle/5%20questions%20for%20text%20file.docx)  [Complete](https://github.com/coldog86/Development-Project/blob/Aaron/5%20questions.txt) | All members | 1 | 1 | 0 |
| 5.1 | Add completed links to previous iteration plans | Aaron to add links to proof of completion of work for previous iteration plans 1, 2 & 3. All completed work items should have a link to a github page or screenshot showing the work has been completed | [Complete](https://github.com/coldog86/Development-Project/blob/communal/Iteration%20Plan%201.docx)  [Complete](https://github.com/coldog86/Development-Project/blob/communal/Iteration Plan 2.docx)  [Complete](https://github.com/coldog86/Development-Project/blob/communal/Iteration%20Plan%203.docx) | Aaron | 2 | 2 | 0 |
| 5.2 | Add more detail to work items in previous iteration plans | Col to add further detail to previous iteration plans on work items. This will involve adding the marking criteria and other necessary information for evaluation of work. | [Complete](https://github.com/coldog86/Development-Project/blob/communal/Iteration%20Plan%201.docx) | Col | 2 | 0 | 2 |
| 6.0 | Add questions to database | Col to add in member questions to the database pool of questions | Complete | Col | 1 |  | 0 |
| 7.0 | Animate the answer buttons | Michelle to add simple animations to the answer buttons in the Unity project | [In Progress](https://github.com/coldog86/Development-Project/tree/Michelle/Let's%20Quiz/Assets/_Game/Animation/Controller/Buttons) | Michelle | 1 |  |  |
| 7.1 | UI Documentation | Charnes to complete the UI Documentation | [Complete](https://github.com/coldog86/Development-Project/blob/Charnes/Documentation/Let's%20Quiz%20UI%20Documentation.docx) | Charnes | 5 | 5 |  |
| 7.2 | Code Clean up | Charnes bug sweep the code and clean up | [Complete](https://github.com/coldog86/Development-Project/tree/Charnes/Let's%20Quiz) | Charnes | 5 | 5 |  |
| 8.0 | Password research | Col watch tutorials on password hasing and storing. | [Complete](https://www.youtube.com/watch?v=8ZtInClXe1Q) | Col | 1.5 | 1.5 |  |

# 5. Issues

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| **Issue** | **Status** | **Notes** |
| Aaron had problems with hooking up the UI. He ran out of time towards the end of the week and was not able to complete by iteration end. | Not solved | The work item will be rolled over to next iteration. |
| Having problems with accessing the same Unity project at the same time and pushing back to GitHub | Solved | We have decided to be in communication on discord when we are accessing and pushing the project to GitHub so we always have the most up to date project. |

# 6. Assessment

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