Let’s Quiz

Construction Phase Iteration 1

[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 | 09-07-18 |
|  |  |
| Mid iteration meeting | 16-07-18 |
|  |  |
|  |  |
| Iteration stop | 22-07-18 |

# 2. High-level objectives

1. Complete Multiplayer Playthrough

2. Extend Multiplayer Playthrough to support Simultaneous Games

3. Create tests for multiplayer playthrough

4. Create tests for simultaneous multiplayer playthrough

# 3. Evaluation criteria

1. Multiplayer play through works and passes all performance and functionally tests

2. Extended multiplayer play through works and passes all performance and functionality tests

3 & 4.

* Tests demonstrate insight into the testing process by designing an efficient test plan. This includes specification of test procedures.
* Evidence that selected approach and focus of testing is based on a good understanding of desired functionality and software qualities, and justifies evaluation of final project outcomes. This includes well documented evaluation of test results and responses to previous negative test results.
* Evidence of a consistent and coherent, user centred approach to testing in terms of validating that software is fit for purpose

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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** |
| 1.1 | Implement offline redundancy in case of no internet or server connection |  | Not started | Aaron |  |  |  |
| 1.2 | Create database structure to allow for multiplayer playthrough |  | [Complete](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/ongoingGamesDB%20structure.PNG) | Col | 1 | 1 | 0 |
| 1.3 | Create PHP script to allow for communication between UI and database about multiplayer session |  | [CheckForOpenGames.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/checkForOpenGames.php)  [SubmitRound1Data.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/SubmitRound1Data.php)  [submitRound2Data.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/submitRound2Data.php) | Col | 5 | 5 | 0 |
| 1.4 | Create C# script to implement multiplayer playthrough and use PHP script to update database |  | [Complete](https://github.com/coldog86/Development-Project/blob/communal/Let's%20Quiz/Assets/_Game/Scripts/Database/CheckForOpenGames.cs) | Col | 20 | 10 | 0 |
| 2.1 | Refine database structure to allow for simultaneous multiplayer games |  | [Complete](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/ongoingGamesDB%20structure.PNG) | Col | 1 | 0.5 | 0 |
| 2.2 | Create / refine PHP script to allow communication between UI and database about each multiplayer game |  | [submitRound3Data.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/submitRound3Data.php)  [submitRound4Data.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/submitRound4Data.php)  [submitRound5Data.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/submitRound5Data.php)  [submitRound6Data.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/submitRound6Data.php)  [CheckUsersOpenGames.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/CheckUsersOpenGames.php) | Col | 2 | 5 | 0 |
| 2.3 | Create / refine C# script to implement simultaneous multiplayer games and use PHP script to update database |  | [Complete](https://github.com/coldog86/Development-Project/blob/communal/Let's%20Quiz/Assets/_Game/Scripts/Database/CheckForPlayerExistingGames.cs) | Col | 15 | 20 | 0 |
| 2.4 | Refine UI to show all games in progress (game lobby) |  | [Complete](https://github.com/coldog86/Development-Project/commit/c34cdaa7878c991b4cdb3593f09576e85fc20510) | Charnes | 2 | 2 | 0 |
| 3.1 | Can two users play against each other |  | Not started | Michelle |  |  |  |
| 3.2 | Is the database correctly storing open games? |  | Not started | Michelle |  |  |  |
| 3.3 | Is the database correctly storing game and round progress? |  | Not started | Michelle |  |  |  |
| 3.4 | Is the UI being updated correctly to show game and round progress? |  | Not started | Michelle |  |  |  |
| 3.5 | Is the UI showing the user and opponent turn status correctly? |  | Not started | Michelle |  |  |  |
| 4.1 | Can more than one game be opened/played? |  | Not started | Michelle |  |  |  |
| 4.2 | Is the database correctly storing current games? |  | Not started | Michelle |  |  |  |
| 4.3 | Is the database correctly storing each game and round progress? |  | Not started | Michelle |  |  |  |
| 4.4 | Is the UI being updated correctly to show each game and round progress? |  | Not started | Michelle |  |  |  |
| 4.5 | Is the UI showing the statues of each game correctly? |  | Not started | Michelle |  |  |  |
| 4.6 | Is the UI showing the user and opponent turn status correctly? |  | Not started | Michelle |  |  |  |

# 5. Issues

|  |  |  |
| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
| Login and Registration functionality broken. | Fixed. | Reason for this was unity prefabs were broken. Had to reimport MaterialUI package and revert prefabs to saved instances. |
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|  |  |  |
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# 6. Assessment

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| --- | --- |
| Assessment target | Iteration #6 |
| Assessment date | 10-06-18 |
| Participants | Aaron, Col, Charnes, Michelle |
| Project status | Green |

## Assessment against Objectives

Testing was held up due to a primary mechanic of the game not being completed until late in the iteration.

For this iteration with the exception of some elements of testing we met our objective goals.

## Work Items: Planned completeness compared to actual completeness

Testing was held up due to a primary mechanic of the game not being completed until late in the iteration.

## Assessment against Evaluation Criteria Test results

Individual reviewers of their assigned documents are confident that the content meets the evaluation criteria.

## Other concerns and deviations