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

Need to add stuff here. Will sort next week…

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **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 |  | Not started | Col |  |  |  |
| 1.3 | Create PHP script to allow for communication between UI and database about multiplayer session |  | Not started | Col |  |  |  |
| 1.4 | Create C# script to implement multiplayer playthrough and use PHP script to update database |  | Not started | Col |  |  |  |
| 2.1 | Refine database structure to allow for simultaneous multiplayer games |  | Not started | Col |  |  |  |
| 2.2 | Create / refine PHP script to allow communication between UI and database about each multiplayer game |  | Not started | Col |  |  |  |
| 2.3 | Create / refine C# script to implement simultaneous multiplayer games and use PHP script to update database |  | Not started | Col |  |  |  |
| 2.4 | Refine UI to show all games in progress (game lobby) |  | Not started | Charnes |  |  |  |
| 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** |
| Iteration progress slow due to exam revision | Addressed |  |
| Tasks 4.1 and 4.2 have been suspended | Suspended | Integration and Unit tests are suspended due to lack of tools provided by Unity |
| Iteration date pushed | Addressed | Iteration end date has been updated to include extension provided by Jim |
| Unsure as to how to hand in application for Jim’s marking | Addressed | Team has communicated via Discord that the application will be built for PC, Android, and iOS. With the build files being pushed to the master branch. |

# 6. Assessment

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

## Assessment against Objectives

While progress was slow in this iteration due to the exam period, all tasks were completed in a timely manner to ensure progress kept moving forward.

Let’s Quiz was completed according to the functionality as outlined in the CCRD before the set due date, 23rd May, where all work on the application was polish.

## Work Items: Planned completeness compared to actual completeness

At the time of this assessment, the team review of documents is out stating, but will be addressed in the team meeting that is scheduled for 10th June, at 19:30 where all outstanding tasks will have their completeness and evidence of work will be updated.

## Assessment against Evaluation Criteria Test results

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

Team is confident that the applications meets the CCRD and has incorporated all functionality as outlined in the CCRD.

## Other concerns and deviations