Let’s Quiz

Construction Phase Iteration 2

[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 | 23-07-18 |
| Multi player functionality implemented | 30-07-18 |
| Mid iteration meeting | 30-07-18 |
| Testing completed on multiplayer | 6-08-18 |
|  |  |
| Iteration stop | 6-08-18 |

# 2. High-level objectives

1. Implement Multiplayer functionality and extend leaderboard.

2. Extend Multiplayer Playthrough to support Simultaneous Games

3. Create tests for multiplayer playthrough

4. Create tests for simultaneous multiplayer playthrough

5. Allow Log in from Facebook / Google

6. Implement Push Notifications.

# 3. Evaluation criteria

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

2. UI to be refined, following current design practices, and allow for two players to play against each other on separate devices. UI should give appropriate feedback that a multiplayer game is being played and give appropriate feedback in between rounds including the round number and current score.

* 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

5. A player should be able to log in using a valid Facebook or Google account. All other functionality of the game should stay the same.

6. Push notifications should be implemented into the game. Providing information about current states of multiplayer games and news etc. Notifications should appear as soon as they are pushed from the service that Charnes researches is best for our application.

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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 | If a user does not have access to the internet at the end of a round the round data should be saved locally until a connection can be made. | Not started | Aaron | 10 | 0 | 10 |
| 1.3 | Create PHP script to send upvote/downvote for individual question to database. | Implement the database side php to allow the game to update question rankings on the database through the ui. | Not Started | Col | 1 | 0 | 1 |
| 1.4 | Add numberOfQuestionsSubmitted to Leaderboard JSON pull. | Extend the existing php script to include the number of questions submitted by users. | Not Started | Col | 1 | 0 | 1 |
| 1.5 | Extend questions to include categories. | Bring question categories into the gameplay. Allowing users to select from a category selection. | In progress | Col | 5 | 0 | 5 |
| 1.6 | Refine Multiplayer functionality. |  | In Progress | Col | 5 | 1 | 4 |
| 1.7 | Implement new leaderboards, questions ratings, best round. | Extend the leaderboard scene, showing top questions, top players submitting questions and best round score. | In Progress | Aaron | 8 | 3 | 5 |
| 1.8 | Link upvote/downvote buttons to PHP. | Once Col implements the php, link the ui buttons in the game scene to update the database for the current question when pressed. | [In Progress](https://github.com/coldog86/Development-Project/commit/e80cb011b3b0c0467aeff42555a95df9a7f7d0b0)  Still in Progress | Aaron | 3 | 2 | 1 |
| 1.9 | UI for leaderboard to include tabs | Create a tabbed layout in the leaderboard scene to display multiple leaderboards at once. | In Progress | Aaron | 5 | 1 | 4 |
| 2.0 | Refine UI to show all games in progress (game lobby) | Implement the game lobby which will show open games by the player. | Not started | Charnes | 5 | 2 | 3 |
| 3.1 | Can two users play against each other | Write and run test script for two players playing against each other. | In Progress | Michelle | 1 | .5 | .5 |
| 3.2 | Is the database correctly storing open games? | Write and run test script to see if the database stores open games correctly. | In Progress | Michelle | 1 | .5 | .5 |
| 3.3 | Is the database correctly storing game and round progress? | Write and run test script to see if database correctly stores game and round progress | In Progress | Michelle | 1 | .5 | .5 |
| 3.4 | Is the UI being updated correctly to show game and round progress? | Write and run test script to see if ui reacts correctly to the database information, including updating between rounds. | In Progress | Michelle | 1 | .5 | .5 |
| 3.5 | Is the UI showing the user and opponent turn status correctly? | Write and run test script to see if correct turn status is shown. | In Progress | Michelle | 1 | .5 | .5 |
| 4.1 | Can more than one game be opened/played? | Write and run test script to see if player can open multiple games at once. | In Progress | Michelle | 1 | .5 | .5 |
| 5.0 | Implement Facebook Log in | Allow players to sign up and log in to the app using a facebook account. | Not started | Michelle | 5 | 0 | 5 |
| 5.1 | Implement Google Log in | Allow players to sign up and log in to the app using a Google account. | Not Started | Michelle | 10 | 0 | 10 |
| 6.0 | Push Notifications | Research method and implement push notifications for the application. | [Project](https://github.com/coldog86/Development-Project/commit/f394262ad7dfe0dbddae975a2c2abd76ef621921)  [Proof of implementation](https://github.com/coldog86/Development-Project/commit/48cf61a1bd8f98c7215bdb457fdfbe07da18fff9)  [Research](https://github.com/coldog86/Development-Project/commit/654133c312b2a3e92d1be42e0a504ca69ecdef37) | Charnes | 20 | 0 | 20 |

# 5. Issues

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

# 6. Assessment

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| --- | --- |
| Assessment target |  |
| Assessment date | 3-08-18 |
| Participants | Aaron, Col, Charnes, Michelle |
| Project status | Green |

## Assessment against Objectives

## Work Items: Planned completeness compared to actual completeness

## Assessment against Evaluation Criteria Test results

## Other concerns and deviations