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. Offline redundancy.

2. Extend leaderboards.

3. Refine the gamelobby

4. Create tests for multiplayer playthrough and simultaneous multiplayer playthrough

5. Allow Log in from Facebook / Google

6. Implement Push Notifications.

# 3. Evaluation criteria

1. The game needs to be able to run when it losses an internet connection or is started without one. This needs to be seamless and should not cause the user any issues.

3. 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.

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 |
| 2.1 | 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. | [Downvote.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/downvote.php)  [Upvote.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/upvote.php) | Col | 1 | 0 | 1 |
| 2.2 | Add numberOfQuestionsSubmitted to Leaderboard JSON pull. | Extend the existing php script to include the number of questions submitted by users. | [getQuestionSubbmisionData.php](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/getQuestionSubbmisionData.php) | Col | 1 | 1 | 0 |
| 2.3 | Implement new leaderboards, questions ratings, best round. | Extend the leaderboard scene, showing top questions, top players submitting questions and best round score. | [Complete](https://github.com/coldog86/Development-Project/commit/31d937386558e2ba117ba0ea0dc8c7a48f04fd4d) | Aaron | 8 | 9 | 0 |
| 2.4 | 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)  [Complete](https://github.com/coldog86/Development-Project/commit/31d937386558e2ba117ba0ea0dc8c7a48f04fd4d) | Aaron | 3 | 5 | 0 |
| 2.5 | UI for leaderboard to include tabs | Create a tabbed layout in the leaderboard scene to display multiple leaderboards at once. | [Complete](https://github.com/coldog86/Development-Project/commit/307a541444cc7ef700c6a3c09ecedeb38a32891c) | Aaron | 5 | 6 | 0 |
| 3.1 | 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 |
| 4.1 | Can two users play against each other | Run test script for two players playing against each other. | [In Progress](https://github.com/coldog86/Development-Project/blob/communal/Multiplayer%20UATs.docx)  Waiting for implementation | Michelle | 1 | .5 | .5 |
| 4.2 | Is the database correctly storing open games? | Run test script to see if the database stores open games correctly. | [In Progress](https://github.com/coldog86/Development-Project/blob/communal/Multiplayer%20UATs.docx)  Waiting for implementation | Michelle | 1 | .5 | .5 |
| 4.3 | Is the database correctly storing game and round progress? | Run test script to see if database correctly stores game and round progress | [In Progress](https://github.com/coldog86/Development-Project/blob/communal/Multiplayer%20UATs.docx)  Waiting for implementation | Michelle | 1 | .5 | .5 |
| 4.4 | Is the UI being updated correctly to show game and round progress? | Run test script to see if UI reacts correctly to the database information, including updating between rounds. | [In Progress](https://github.com/coldog86/Development-Project/blob/communal/Multiplayer%20UATs.docx)  Waiting for implementation | Michelle | 1 | .5 | .5 |
| 4.5 | Is the UI showing the user and opponent turn status correctly? | Run test script to see if correct turn status is shown. | [In Progress](https://github.com/coldog86/Development-Project/blob/communal/Multiplayer%20UATs.docx)  Waiting for implementation | Michelle | 1 | .5 | .5 |
| 4.6 | Can more than one game be opened/played? | Run test script to see if player can open multiple games at once. | [In Progress](https://github.com/coldog86/Development-Project/blob/communal/Multiplayer%20UATs.docx)  Waiting for implementation | Michelle | 1 | .5 | .5 |
| 4.7 | Can a player vote on questions? | Write test script to see if liking and disliking of a question is possible | [Completed](https://github.com/coldog86/Development-Project/blob/communal/Voting%20UATs.docx) | Michelle | 1 | 1 | 0 |
| 4.8 | Does the database store likes and dislike date correctly? | Write a rest to see that voting data is stored in the database | [Completed](https://github.com/coldog86/Development-Project/blob/communal/Voting%20UATs.docx) | Michelle | 1 | 1 | 0 |
| 4.9 | Can the user display the voting leader board? | Write tests to check the voting leader board can be displayed | [Completed](https://github.com/coldog86/Development-Project/blob/communal/Voting%20UATs.docx) | Michelle | 1 | 1 | 0 |
| 4.10 | Can a player choose a category | Write a test to see that a player can choose a category | [Completed](https://github.com/coldog86/Development-Project/blob/communal/Catorgory%20UATs.docx) | Michelle | 1 | 1 | 0 |
| 4.11 | Can a player see the category of an open game at start of round | Write a test to see that a player can see the category of their ongoing games | [Completed](https://github.com/coldog86/Development-Project/blob/communal/Catorgory%20UATs.docx) | Michelle | 1 | 1 | 0 |
| 5.0 | Implement Facebook Log in | Allow players to sign up and log in to the app using a Facebook account. | [In progress](ttps://github.com/coldog86/Development-Project/commit/7c8aea8882e1f6188bdc036b9a341eec93085b28) scripts written and buttons connected | Michelle | 10 | 20 | 10 |
| 5.1 | Implement Google Log in | Allow players to sign up and log in to the app using a Google account. | [In progress](ttps://github.com/coldog86/Development-Project/commit/7c8aea8882e1f6188bdc036b9a341eec93085b28)  Waiting for corrections to game to be done | Michelle | 10 | 10 | 5 |
| 6 | 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 | 20 | 0 |
| 7 | Research for iOS submission | Aaron researched ios submission process | [Link 1](https://www.nmy.de/en/5/news/17/233/submitting-unity-apps-to-the-ios-app-store/)  [Link 2](https://www.quora.com/If-I-want-to-publish-a-game-made-with-Unity-to-the-App-Store-what-do-I-need) | Aaron | 2 | 2 | 0 |
| 8 | Research for Java JDK build issues | Many issues building the application. Attempting to find a way resolve | [Complete](https://forum.unity.com/threads/android-unable-to-build-jdk-error-unable-to-find-jdk.193318/)  [complete](https://answers.unity.com/questions/1457859/can-someone-tell-me-whats-the-problem-with-my-jdk.html)  [complete](https://www.youtube.com/watch?v=r_YXoGimA7s) | Col | 1 | 5 | 0 |

# 5. Issues

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| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
| Facebook SDK | Ongoing | Few issues surrounding updates to the Facebook SDK. A big change was made by Facebook which removed some of the features we required.  This has since been resolved due to a recent SDK update. |
| Firebase Build issue | Ongoing | Multiple build issues with Firebase, all team members for a few days unable to build the game out. Has since been rectified and all members able to continue with project. |
| Multiple issues holding up next stages of project planning. Specifically testing. | Ongoing | Parts of the project including, offline redundancy and testing have been held up due to the incompletion of Facebook implementation, game categories and above Firebase integration issue. Since been resolved. |
| Java JDK | Ongoing | With the addition of third party SKDs we have begun to experience issues with Java JDK when we build the application. |

# 6. Assessment

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

## Assessment against Objectives

Testing held up due to a few game mechanics failing to be complete and by a few build issues which were not resolved for a couple of days. Offline redundancy held up due to above issues.

## Work Items: Planned completeness compared to actual completeness

Although held up for a brief amount of time, testing was completed in this iteration. Offline redundancy held up due to the above mentioned issues.

## Assessment against Evaluation Criteria Test results

All objectives were checked by their assigned reviewers against the evaluation criteria.

## Other concerns and deviations