Let’s Quiz

Construction Phase Iteration 3

[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 | 07-08-18 |
| Social Media integration | 13-08-18 |
| Categorised questions implementation | 13-08-18 |
| Offline redundancy | 13-08-18 |
| Push Notifications | 13-08-18 |
| Mid iteration meeting | 13-08-18 |
| Oversight meeting with Jim | 15-08-18 |
| Testing completed on social media integration | 21-08-18 |
| Testing completed on categorised questions | 21-08-18 |
| Testing completed on offline redundancy | 21-08-18 |
| Testing completed on push notification integration | 21-08-18 |
|  |  |
| Iteration stop | 21-08-18 |

# 2. High-level objectives

1. Implement categorised questions.

2. implement offline redundancy.

3. Integrate social media

4. Create tests for categorised questions

5. Create tests for offline redundancy

6. Crete tests for social media integration

7. Create tests for push notifications

# 3. Evaluation criteria

1. Categorised questions p 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.

7. Offline redundancy should be in place to allow for single player games when internet connection isn’t available.

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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 | 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 |
| 2.0 | Refine UI for leaderboard to include tabs | Create a tabbed layout in the leaderboard scene to display multiple leaderboards at once. | In Progress | Aaron | 5 | 2 | 3 |
| 3.0 | Complete category implementation |  | In Progress  [game controller](https://github.com/coldog86/Development-Project/blob/communal/LetsQuiz/Assets/_Game/Scripts/Controller/GameLobbyController.cs)  [datacontroller](https://github.com/coldog86/Development-Project/blob/communal/LetsQuiz/Assets/_Game/Scripts/Controller/DataController.cs)  [questionController](https://github.com/coldog86/Development-Project/blob/communal/LetsQuiz/Assets/_Game/Scripts/Controller/QuestionController.cs)  [gameLobby scene](https://github.com/coldog86/Development-Project/blob/communal/LetsQuiz/Assets/_Game/Scenes/Game%20Lobby.unity) | Col | 10 | 15 | 5 |
| 4.0 | Refine UI to show all game in progress (game lobby) | Implement the game lobby which will show open games by the player. | In Progress | Charnes | 5 | 2 | 3 |
| 5.0 | Complete social media integration | Allow players to sign up and log in to the app using social media providers | In Progress | Michelle | 5 | 3 | 2 |
| 6.0 | Write phase assessment document |  | Not started  [Phase assessment](https://github.com/coldog86/Development-Project/blob/communal/Elaboration%20Phase%20Status.docx) | Col | 10 | 2 | 8 |
| 6.1 | Review phase assessment document |  | Not started | Charnes | 10 | 0 | 0 |
| 7.0 | Divide sections of user manual to team members | Give team members their section of the user manual to write | Not Started | Michele | 1 | 0 | 0 |
| 7.1 | Write section of user manual assigned |  | Not started | Aaron | 10 | 0 | 0 |
| 7.2 | Write section of user manual assigned |  | Not started | Col | 10 | 0 | 0 |
| 7.3 | Write section of user manual assigned |  | Not started | Charnes | 10 | 0 | 0 |
| 8.0 | Sign APK to allow for deployment on Google Play Store |  | Not Started | Charnes | 2 | 0 | 0 |
| 9.0 | Push notifications | Create firebase project and integrate firebase into unity project.  Be able to receive push notifications on device | [Complete](https://github.com/coldog86/Development-Project/commit/973df72aeb43ca18d1fd7163080ba2cd641e6273#diff-2e67f3899cfd48b480a7168fa7e68c1f) | Charnes | 5 | 5 | 0 |

# 5. Issues

|  |  |  |
| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
| Carry over tasks |  | Tasks have been carried over due to build issues and external commitments |
|  |  |  |
|  |  |  |

# 6. Assessment

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

## Assessment against Objectives

## Work Items: Planned completeness compared to actual completeness

## Assessment against Evaluation Criteria Test results

## Other concerns and deviations