Let’s Quiz

Construction Phase Iteration 4

[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 | 21-08-18 |
| Social Media integration | 5-09-18 |
| Phase status assessment completed as far as possible | 27-09-18 |
| Team members to complete their parts of the user manual User manual | 5-09-18 |
| Push Notifications tests written | 27-09-18 |
| Mid iteration meeting | 27-09-18 |
| Oversight meeting with Jim | 5-09-18 |
| Testing completed on social media integration | 5-09-18 |
| Testing completed on categorised questions | 5-09-18 |
| Testing completed on offline redundancy | 5-09-18 |
| Testing completed on push notification integration | 5-09-18 |
|  |  |
| Iteration stop | 5-09-18 |

# 2. High-level objectives

1. Implement categorised questions.

2. Complete user manual.

3. Begin phase status assessment

4. Review user manual

5. Crete tests for social media integration, push notifications and voting.

# 3. Evaluation criteria

1. Multiple question categories are presented to the user and rounds are played using those categories.

- At the game lobby the user needs to be presented with some sort of category selection method

- When they select a category, the round should be played and only questions pertaining to the chosen category should be asked.

- The category needs to be appended to the gameData so the opponent player can play the same category of questions

2. Team members to work towards a distinction level submission, this will require:

- User manual provides easily accessed consistent and coherent support for all business scenarios, including commonly encountered error conditions.

- User manual provides clear explanations for all key software functionality in a logically structured manner with the user in mind.

- User manual supports ‘beta’ level user acceptance testing with no further developer support.

3. Begin work on the Construction Phase Status Assessment. The document is to be submitted at a DI level, this will require:

- Well-presented and objective evaluation of project progress against the specific aims of construction phase.

- Discussion of all risks or issues encountered during the Construction Phase is well-developed with an objective report produced on the status of those risks or issues, presented in a logical, easily accessed and understood manner.

- Evaluation and reporting on specific progress achieved in each Construction iteration is clear with detailed evidence of continuous improvement.

-Overall status reporting is well-defined and presents a clear overview of progress.

4. Review assigned documents to ensure they meet the above standard.

5. 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

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Work Item ID** | **Name or key words of description** | **Outcome** | **State** | **Assigned to (name)** | **Estimated Hours** | **Hours worked** | **Estimate of hours remaining** |
| 2.0 | User manual  System requirements & install | Complete specified part of the user manual ready for review | [Complete](https://github.com/coldog86/Development-Project/commit/634700b885f38a2b0b46758ff50dd7c40b43f635) | Charnes | 5 | 5 | 0 |
| 2.1 | User manual  Game lobby | Complete specified part of the user manual ready for review | [Completed](https://github.com/coldog86/Development-Project/blob/communal/Software%20Development%20Team%20User%20Manual.docx) | Col | 5 | 5 | 0 |
| 2.2 | User manual  Play game | Complete specified part of the user manual ready for review | [Complete](https://github.com/coldog86/Development-Project/commit/1b5494a1d16e6cbfadb78a6706e4fa7cb3e07d9a) | Arron | 5 | 4 | 1 |
| 2.3 | User manual  Trouble shoot | Complete specified part of the user manual ready for review | [Complete](https://github.com/coldog86/Development-Project/blob/communal/Software%20Development%20Team%20User%20Manual.docx) | Col | 2 | 5 | 2 |
| 2.4 | User manual  Section 4 & 5 | Complete specified part of the user manual ready for review | Complete | Michelle | 5 | 0 | 05 |
| 3 | All team members to fill out relevant parts of phase status document |  | Not started | Team | 1 | 0 | 1 |
| 4.1 | Review User manual  System requirements & install | Complete specified part of the user manual ready for review | Not started | Arron | 1 | 0 | 1 |
| 4.2 | Review User manual  Game lobby | Complete specified part of the user manual ready for review | Not started | Charnes | 1 | 0 | 1 |
| 4.3 | Review User manual  Play game | Complete specified part of the user manual ready for review | [Completed](https://github.com/coldog86/Development-Project/blob/communal/Software%20Development%20Team%20User%20Manual.docx) | Col | 1 | 1 | 0 |
| 4.4 | Review User manual  Trouble shoot | Complete specified part of the user manual ready for review | Not started | Michelle | 1 | 0 | 1 |
| 4.5 | Review User manual  Section 4 & 5 | Complete specified part of the user manual ready for review | [Complete](https://github.com/coldog86/Development-Project/commit/634700b885f38a2b0b46758ff50dd7c40b43f635) | Charnes | 1 | 1 | 0 |
| 4.6 | Review User manual  System requirements & install | Complete specified part of the user manual ready for review | Not started | Charnes | 1 | 0 | 1 |
| 5.1 | Complete voting UAT | Execute and document the test script | Not started | Aaron | 2 | 0 | 0 |
| 5.2 | Category UAT | Execute the category tests | In Progress | Col | 2 | 1 | 0 |
| 5.3 | Write push notification test | Write UAT tests for push notifications | [Completed](https://github.com/coldog86/Development-Project/blob/communal/Push%20Notification%20UATs.docx) | Col | 3 | 2 | 0 |
| 5.4 | Execute Multiplayer UAT | Execute the multiplayer test and document | Not started | Charnes | 2 | 0 | 0 |
| 5.5 | Wrote Facebook UATs | Finalise writing of UAT tests for Facebook | [Complete](https://github.com/coldog86/Development-Project/commit/e299cf4a45ef7d330c68e922a3846e1bae25c37e) | Michelle | 1 | 1 | 0 |
| 5.6 | Execute Facebook UATs | Run tests for Facebook integration | [Complete](https://github.com/coldog86/Development-Project/commit/f3e5bd28050f06b27bb59732abd48e4cb0ba5d76) | Michelle | 3 | 3 | 0 |
| 6 | Draft survey | Complete the user survey ready for review | [Complete](https://github.com/coldog86/Development-Project/commit/454a73080f1221f6e8aeee46ca64f70d4ce9c2ff) | Aaron | 2 | 0 | 0 |
| 7 | Upload Game to Play store | Push game APK to store | [Completed](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/ScreenShot%20of%20play%20console.PNG) | Col | 1 | 5 | 0 |
| 8 | Review survey | Review survey | Not started | Col | 1 | 0 | 0 |
| 9 | UI design tidy up |  | [Complete](https://github.com/coldog86/Development-Project/commit/6060241d359f0fcbc5b4394390b45d902322000c#diff-07aa6536a8bc72f781298d58cc94de6a) | Charnes | 5 | 5 | 0 |
| 10 | Code tidy up |  | [Complete](https://github.com/coldog86/Development-Project/commit/6060241d359f0fcbc5b4394390b45d902322000c#diff-07aa6536a8bc72f781298d58cc94de6a) | Charnes | 5 | 5 | 0 |
| 11 | review phase thing |  | Not started | Charnes |  |  |  |
| 12 | Build Project to XCode | Build and Run project for iOS and resolve all bugs in XCode. | Complete, yet to push. | Aaron | 3 | 3 | 0 |
| 13 | Facebook Integration | Complete Facebook login & Share | [Complete](https://github.com/coldog86/Development-Project/commit/bf7c988be337593f9f5825514b609b1eeae2cb2b) | Michelle | 15 | 15 | 0 |

# 5. Issues

|  |  |  |
| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
| Carry over tasks |  | Tasks have been carried over due to build issues and external commitments |
| Google play services dropped | Abandoned | Could not implement due to incompatability |
|  |  |  |

# 6. Assessment

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

## Assessment against Objectives

There were a large amount of items this iteration that had to be pushed to the next iteration. One cause of this was not forcing an earlier due date for documents to be submitted by to allow reviewers enough time to perform a review. Overall this is not a large concern and these tasks can be picked up at the start of the next iteration.

## Work Items: Planned completeness compared to actual completeness

## Assessment against Evaluation Criteria Test results

## Other concerns and deviations

Google play services had to be dropped as an achievable goal due to compliance issues between Let’s Quiz and GPS.