Let’s Quiz

Construction Phase Iteration 5

[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 | 3-08-18 |
| All sections of User Manual Written | 6-08-18 |
| Status Phase Assessment sections filled out | 8-08-18 |
| Review of User Manual complete | 10-08-18 |
| Execute UAT’s | 10-08-18 |
| Review survey | 11-08-18 |
| Review Status Phase Assessment | 12-08-18 |
| Upload iOS app for review | 12-08-18 |
| Iteration stop | 17-08-18 |

# 2. High-level objectives

1. Finish writing outstanding sections of User Manual

2. Review remaining sections of User Manual

3. Complete outstanding sections of Status Phase Assessment

4. Execute all remaining UAT’s.

5. Complete survey for beta testing

6. Build game for iOS

7. Compete final bug check before bet testing begins

# 3. Evaluation criteria

1. Sections of User manual should show all normal flows of the application as well as some alternative flows. A user should be able to understand fully how the application runs and be able to problem solve the application in the case of a bug.

2. Review of above^

3. Complete Status Phase Assessment data entry and review of entry. Check marking criteria for specifics but information should state all changes from the project plan and why they occurred. It should give a clear understanding of any changes to the project plan and how they were accommodated.

4.

5. Review of survey should test if proper questions are supplied, if we are able to gather accurate and informative intel from the survey being filled out.

6. IOS app should be built and running on a developer device. Application should be uploaded to Developer Profile online and be provided with all necessary screenshots, info and app icons. Application should be submitted for App Store review as well as be uploaded to a beta testing platform that is accessible by beta testers.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Work Item ID** | **Name or key words of description** | **Outcome** | **State** | **Assigned to (name)** | **Estimated Hours** | **Hours worked** | **Estimate of hours remaining** |
| 1.1 | User manual  Play game | Complete specified part of the user manual ready for review | [In Progress](https://github.com/coldog86/Development-Project/commit/1b5494a1d16e6cbfadb78a6706e4fa7cb3e07d9a) | Aaron | 5 | 4 | 1 |
| 1.2 | User manual  Trouble shoot | Complete specified part of the user manual ready for review | [In progress](https://github.com/coldog86/Development-Project/blob/communal/Software%20Development%20Team%20User%20Manual.docx) | Col | 2 | 5 | 2 |
| 1.3 | User manual  Section 4 & 5 | Complete specified part of the user manual ready for review | [In Progress](https://github.com/coldog86/Development-Project/commit/63f300288a8925ae92bb1485a32b2de7abea48ca) | Michelle | 5 | 0 | 05 |
| 2.1 | Review User manual  Game lobby | Complete specified part of the user manual ready for review | Not started | Charnes | 1 | 0 | 1 |
| 2.2 | Review User manual  Trouble shoot | Complete specified part of the user manual ready for review | Not started | Michelle | 1 | 0 | 1 |
| 2.3 | Review User manual  System requirements & install | Complete specified part of the user manual ready for review | Not started | Charnes | 1 | 0 | 1 |
| 2.4 | Review User manual  System requirements & install | Complete specified part of the user manual ready for review | Not started | Arron | 1 | 0 | 1 |
| 3.1 | All team members to fill out relevant section of Status Phase Assessment |  | Not started | Arron  Charnes  Michelle | 1 | 0 | 1 |
| 3.2 | Complete Status Phase | Compile team member input and complete Status Phase Assessment | Not Started | Col | 3 | 0 | 0 |
| 3.2 | Review Status Phase Assessment |  | Not started | Charnes | 2 | 0 | 0 |
| 4.1 | Complete voting UAT | Execute and document the test script | Not started | Aaron | 2 | 0 | 0 |
| 4.2 | Category UAT | Execute the category tests | Not Started | Col | 2 | 1 | 0 |
| 4.3 | Execute Multiplayer UAT | Execute the multiplayer test and document | Not started | Charnes | 2 | 0 | 0 |
| 5.1 | Review survey | Review survey | [completed](https://github.com/coldog86/Development-Project/blob/communal/Documentation/Let%E2%80%99s%20Quiz%20Beta%20Testing%20Survey.docx) | Col | 1 | 0 |  |
| 6.1 | Build Project to Xcode | Build and Run project for ios and resolve all bugs in Xcode. | Complete | Aaron | 3 | 3 | 0 |
| 6.2 | Upload ios game for App Store review | Upload game to ios review centre, fill out relevant information and send off for review from Apple Development team. | Not possible,  Have uploaded .ipa to version control | Aaron | 6 | 3 | 0 |
| 7.1 | Fix null error button throws when clicked too early | Fix minor error in game lobby | In progress | Col | 1 | 0 | 0 |
| 8.1 | Upadte Project Plan | Update Project Plan to reflect extra week in Construction Phase | Not Started | Charnes | 3 | 0 | 0 |
| 9.1 | Screenshots/recording game | Screenshots and screensrecordings of final beta ready game, showing all functionality. | Not Started | Aaron  Col | 2 | 0 | 0 |
| 10 | Fix category pop up white space |  | Not Started | Charnes | 1 | 0 | 0 |
| 11 | Fix place holder pop up | When the back button is pressed at the login sceen a placeholder message appears instead of the exit message | Not Started | Charnes | 1 | 0 | 0 |
| 12 | Fix gamelobby buttons | Set the game lobby buttons to a fixed size and set some sort of scroll thing | Not Started | Col | 1 | 0 | 0 |
| 13 | Fix facebook not loggin in | Facebook appears not to log users in | Not Started | Michelle | 3 | 0 | 0 |
| 14 | Fix login error -  Login screen presents weird line when text input is selected |  | Not Started | Charnes | 2 | 0 | 0 |
| 15 | Game scene – the time left is not displaying |  | Not Started | Charnes | 1 | 0 | 0 |
| 16 | After the round has finished “attempting to submit ranking” is not clearing. |  | Not Started  Not Started | Charnes  Col | 1  1 | 0  0 | 0  0 |
| 17 | Remove text from the bottom of the spash screen | C:\Users\mckco1\AppData\Local\Microsoft\Windows\INetCache\Content.Word\splash screen.png | Not Started | Col | 0.25 | 0 | 0 |
| 18 | Fix Leaderboards not updating |  | Complete | Aaron | 3 | 3 | 0 |
| 19 | Fix Leaderboard tabs |  | Complete | Aaron | 1 | 1 | 0 |
| 20 | Finish Offline Redundency |  | Complete | Aaron | 5 | 6 | 0 |
| 21 | Fix intermittent fault where ongoing games not presenting |  | Not Started | Col | 2 | 0 | 0 |
| 22 | Disable ‘share’ button if not logged in to facebook |  | Not Started | Col | 1 | 0 | 0 |
| 23 | Fix category dropdown to allow users to select ‘starwars’ |  | Not Started | Col | 1 | 0 | 0 |
| 24 | IOS install instruction/troubleshooting | Instructions on how to install .ipa file onto an IOS device as well as troubleshoot this process in the User Manual | Complete | Aaron | 2 | 2 | 0 |
|  |  |  |  |  |  |  |  |

# 5. Issues

|  |  |  |
| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
| Upload to IOS store | Solved | Work item not completed since we cant upload a beta game to the Apple IOS store. Have uploaded a .ipa file that users can manually install onto their devices using Xcode. |

# 6. Assessment

|  |  |
| --- | --- |
| 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