Let’s Quiz

Transition Phase 01

[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 | 18-09-18 |
| Iron out bugs |  |
| Architecture diagrams |  |
| Question maintenance |  |
| Mid-Iteration stop | 24-09-18 |
| Results page |  |
| UI changes |  |
| Remove Facebook |  |
| Iteration stop | 01-10-18 |

# 2. High-level objectives

1. Iron out bugs found in user testing

2. Finialise push notifications

3. Finialise UI changes needed found from user testing

# 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.

7. Update the project plan to reflect all changes that have occurred during this phase of the project.

8. Using screenshots and screen recordings show the application fully running on the target device. This includes showing all features of the application running without any bugs.

9. Resolve all outstanding issues in the game. Including all known bugs and any other known problems. Complete all documents and update survey for next phase.

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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 | Iron out bugs | Make question time longer  White button in game lobby | In Progress | Col | 10 | 5 | 5 |
| 1.1 | Extend results page | To show how many incorrect / correct answers | Not Started | Col | 5 | 0 | 0 |
| 1.2 | Architecture diagrams | Sequence diagram (database user, game, firebase)  Class diagram | In Progress | Col | 2 | 0 | 0 |
| 2.0 | Finalise survey reports | Collate survey results | In Progress | Aaron | 10 | 5 | 5 |
| 3.0 | Push notification fix | Finalise push notifications | In Progress | Charnes | 10 | 5 | 5 |
| 4.0 | UI changes | Login back button  No way back to on register/login | In Progress | Charnes | 5 | 0 | 0 |
| 5.0 | Question maintenance | Remove long questions | In Progress | All | 5 | 0 | 0 |
| 6.0 | Remove facebook login/share | Waiting for Facebook approval | Depends on Facebook | Michelle | 5 | 0 | 0 |

# 5. Issues

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

# 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