Let’s Quiz

Elaboration Iteration 4 (6)

[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 | 21-05-18 |
| Any game related programming and UI design to be completed | 23-05-2018 |
|  |  |
|  |  |
|  |  |
| Iteration stop | 11-06-18 |

# 2. High-level objectives

1. Have completed documents

2. Have completed game in form of .exe and .apk

3. Have alpha level testing done

# 3. Evaluation criteria

1.1 Vision Document

* All DI criteria as specified in LCOM Vision criteria.
  + Business case is clearly addressed in non-technical terms and captures the business value of the proposed system.
  + Justifies the proposed system specifically in business terms.
  + Most stakeholders and their interests clearly and specifically identified and defined.
  + Business needs clearly expressed in business terms.
  + Functional requirements clearly identified and described in business terms.
  + Functional requirements clearly related to business needs.
  + Features specifically detail software characteristics that support business needs
  + Most important non-functional requirements clearly identified and justified against business needs.
* The Vision has been updated to reflect **most** changes in project scope.
* The vision is mostly consistent with the revised requirement model.
* There is a change log that records specific changes that have been made.
* The Vision reflects most lessons learned and the outcomes of most risk mitigation strategies that have been enacted.

1.2 Requirement Model

* DI criteria as specified in LCOM Requirement Model criteria.
  + Almost completely correct concept of ‘end-goal’ and ‘sub-function use cases demonstrated.
  + All critical and significant use cases identified and correctly named.
  + Almost all external actors identified, including external systems and events.
  + Almost completely correct use of <<includes>> and <<extends>> relationships.
  + Completely correct UML syntax.
  + Short use case descriptions provided for all identified use cases.
  + Use cases mostly consistent with needs and features as expressed in Vision
  + Almost completely correct concept of domain objects demonstrated.
  + Nearly all critical and significant domain objects identified
  + Relationships between domain objects correct.
  + Almost completely correct concept of inheritance and aggregation/composition shown (if appropriate)
  + No application concepts such as databases or user interfaces present in domain model.
  + Correct UML syntax
  + Almost all critical and significant NFRs addressed and justified. Both runtime and non-runtime quality characteristics considered.
  + Consideration of NFRs detailed and specific.
  + Prioritization of NFRs justified against specific needs of project.
  + Costs and benefits of addressing most important NFRs clearly identified and discussed in relation to specific needs of project.
  + Most important system wide services identified.
  + Most important critical and significant external interfaces identified.
  + Most important critical and significant business rules identified.
  + Most important system constraints identified.
* The requirement model **includes a full use case description for the CCRD use case** which identifies the normal and **most** alternate and exception flows, and adheres to sound use case description conventions, and also **identifies non-functional requirements** for the use case.
* The requirement model sets out a **reasonably thorough** set of **realistic and achievable specific** functional and non-functional goals for the project.
* The requirement model reflects **most** lessons learned during the Elaboration Phase.

1.3 Architecture Model

* All DI criteria as specified in LCOM Proposed Architecture criteria.
  + Almost all goals and philosophies well explained, and consistent with high priority NFRs.
  + Almost all critical architecturally significant requirements correctly identified and implications explained.
  + Many decisions and constraints identified. Decisions completely consistent with goals and philosophies, sensible, and well justified with reference to specific needs of project.
  + Most architectural mechanisms identified. Mechanisms related to architecturally significant requirements.
* Framework/architectural style sensible and appropriate to project. Almost all NFRs addressed.
* The architecture **explains** the approach used to implement the CCRD use case, and supports **all** remaining functionality and system qualities to be implemented.
* The architecture reflects **most** lessons learned during the Elaboration Phase.

1.4 Project Plan

* The plan is fairly specific, with many project specific outcomes mentioned. It is relatively easy to tell what is deliverable at what point in the project.
* The plan shows roughly when each architectural element and element of functionality will be delivered.
* Some specific risk management elements and contingency planning are apparent.
* The plan is related to specific concepts of the Unified Process

1.5 Elaboration Phase Status AssessmentThe status assessment assesses progress of the project specifically against the aims of the Elaboration Phase with reference to specific artefacts.

* Specific outcomes in terms of deliverables are reported on and discussed.
* Specific issues both resolved and ongoing are reported on and discussed.
* The status of any risks and risk mitigation strategies are reported on and discussed.
* A good understanding of the overall progress of the project can be achieved.
* A good understanding of the progress of specific aspects of the project can be achieved.

2. Executable CCRD

* All scenes animated where appropriate
* Users able to create an account
* Users able to login using existing accounts
* Application to get questions from database
* Users able to play through a single round
* Users score updated on DB and score board
* Global score board pulled from DB and displayed to user

3. User Acceptance Tests

* Tests conform with the objectives of master test plan and **all**test quality criteria (well organised, well named, well explained, and well targeted, supported by clear evaluation criteria and specific test data).
* A suite of user acceptance tests for the CCRD use case covering normal and **all**alternate and exception flows has been specified, and scripts exist to support those tests.

A **clear and comprehensive**report detailing the results of carrying out those UATs is 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** |
| 1.1 | Elaboration Phase Status Document | Col to write the assessment using the criteria as stated above. | Not Started | Col | 5 | 0 | 5 |
| 1.2 | Architecture Document (to include deployment diagram)  Update CCRD | Aaron to update Architecture document to include deployment diagram and update the CCRD to include question submission. | In Progress | Aaron | 5 | 0 | 5 |
| 1.3 | Vision Document Review | Charnes to review the Vision Document using the criteria stated above Appropriate and thorough comments should be made. | [Complete](https://github.com/coldog86/Development-Project/commit/7875382362d5e11decd9b465208b7dd0f692f85c) | Charnes | 1 | 1 | 0 |
| 1.4 | Requirements Model Document | Michelle to update Requirement Model document to include question submission. | In Progress | Michelle | 1 | 0 | 1 |
| 1.5 | Architecture Document Review | Michelle to review the Architecture Document using the criteria stated above. Appropriate and thorough comments should be made.  Commented document to be submitted to version control | [Complete](https://github.com/coldog86/Development-Project/blob/Aaron/Architecture.docx) | Michelle | 3 | 0 | 3 |
| 1.6 | Project Plan Document Team Review | Team to review the Project Plan using the criteria stated above in the outcome. Appropriate and thorough comments should be made. | Not started | All | 1 | 0 | 1 |
| 1.7 | Vision Document Team Review | Team to review the Vision Document using the criteria stated above in the outcome. Appropriate and thorough comments should be made. | Not started | All | 1 | 0 | 1 |
| 1.8 | Requirement Model Document Team Review | Team to review the Requirement Model Document using the criteria stated above in the outcome. Appropriate and thorough comments should be made. | Not started | All | 1 | 0 | 1 |
| 1.9 | Architecture Document Team Review | Team to review the Architecture Document using the criteria stated above in the outcome. Appropriate and thorough comments should be made. | Not started | All | 1 | 0 | 1 |
| 2.1 | Leaderboard Display | Create game objects to hold high scores data retrieved from database | [C#](https://github.com/coldog86/Development-Project/blob/communal/Let's%20Quiz/Assets/_Game/Scripts/HighScore/highScoresObject.cs)  [C#](https://github.com/coldog86/Development-Project/blob/communal/Let's%20Quiz/Assets/_Game/Scripts/HighScore/HighScoresContainer.cs) | Col  Aaron | 1  5 | 1  0 | 0  5 |
| 2.2 | Leaderboard UI | Create leaderboard table to show highest score for top 10 players | [Complete](https://github.com/coldog86/Development-Project/commit/9575d7bd8a199ef6ff007ec470b9bd46af8d3f99) | Aaron | 5 | 5 | 0 |
| 2.3 | Leaderboard UI clean up | Clean up leaderboard UI not displaying properly | [Complete](https://github.com/coldog86/Development-Project/commit/145451f8c54a2d0a6a8d2aeab8e1874080205717) | Charnes | 1 | 1 | 0 |
| 3.1 | Results page | Display score, position on the leader board with score, give option to play again | [Complete](https://github.com/coldog86/Development-Project/commit/2b48e1e38233cf0be3b71b37fc6ac292956e8ee0#diff-86d424f7aa0e0d8d8ea69d6f936d369f) | Col | 3 | 3 | 0 |
| 3.1.1 | Results UI clean up | Clean up results page to display ranking for registered users and score for guest users | [[Complete](https://github.com/coldog86/Development-Project/commit/de9fe3ce53b657cf74e55ca42e150ca547a6956e#diff-86d424f7aa0e0d8d8ea69d6f936d369f)](https://github.com/coldog86/Development-Project/commit/17f922856e3f41a913e224dab930c494e02863a8#diff-86d424f7aa0e0d8d8ea69d6f936d369f) | Charnes | 1 | 1 | 0 |
| 3.2 | Update user table | PHP to update score, games played, correct answers, etc in database | [Complete](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/ranking.php) | Col | 3 | 0 | 3 |
| 3.3 | Update high score table | PHP to update player highest score globally | [Complete](https://github.com/coldog86/Development-Project/blob/Col/evidence%20of%20work/SubmitHighScore) | Col | 1 | 0 | 1 |
| 4.1 | Integration tests | login / register, play game, submit question | Suspended | Michelle | 5 | 0 | 5 |
| 4.2 | Unit tests | login / register, play game, submit question | Suspended | Michelle | 5 | 0 | 5 |
| 4.3 | Watch tutorials on unit testing in Unity |  | Complete | Michelle | 2 | 2 | 0 |
| 5.0 | Past iteration plan review | Team to go through past iteration plans – update progress and provide evidence of work where needed. | Not started | All | 5 | 0 | 5 |
| 6.0 | Unity hierarchy clean up | Charnes to go through menu, login, leaderboard, result, submit question scenes and clean up hierarchy to reduce confusion | [Complete](https://github.com/coldog86/Development-Project/commit/145451f8c54a2d0a6a8d2aeab8e1874080205717)  [Complete](https://github.com/coldog86/Development-Project/commit/880a09739655b316c8f82576f25cc638082ea571) | Charnes | 5 | 5 | 0 |
| 7.0 | Update UI documentation | Charnes to update UI documentation to reflect UI changes where needed | [Complete](https://github.com/coldog86/Development-Project/commit/915c2c1ee264ae85aac893b8d0a502945ed7bc94) | Charnes | 5 | 5 | 0 |
| 8.0 | Submit question validation | Charnes to valid user input for question submission | [Complete](https://github.com/coldog86/Development-Project/commit/d30edb37132192d954a9cea63ea1f6782f819a57#diff-86d424f7aa0e0d8d8ea69d6f936d369f) | Charnes | 2 | 2 | 0 |
| 9.0 | Fix question repeating during game | Col to fix repeating questions in the pool | In Progress | Col | 3 | 0 | 3 |
| 10.0 | Delete debug questions from database | Col to delete debug questions from the database | In Progress | Col | 1 | 0 | 1 |
| 11.0 | Watching Deployment Diagram tutorials | Aaron to research best way to create a deployment diagram. | In Progress  [Link 1](https://www.youtube.com/watch?v=nTtQwGoUUNc)  [Link 2](https://www.youtube.com/watch?v=SqNZdx7rYdA)  [Link 3](deployment%20diagram) | Aaron | 1 | 1 | .5 |

# 5. Issues

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| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
| Iteration progress slow due to exam revision |  |  |
| Tasks 4.1 and 4.2 have been suspended | Suspended | Integration and Unit tests are suspended due to lack of tools provided by Unity |
| Iteration date pushed |  | Iteration end date has been updated to include extension provided by Jim |

# 6. Assessment

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