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| Software Development Team |
| Let’s Quiz |
| Transition Phase Status Assessment |

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# Executive Summary

The aim of the transition phase was to finalise beta testing and move Let’s Quiz into a production ready application. With this goal in mind we had a team of five beta testers, who were each asked to perform a series of scenarios and then comment on their success or failure and general experience with the application.

Overall our application was very well received with feedback coming in predominantly two forms. Firstly, were usability issues, these were mainly navigation type problems with users unsure how to navigate menus or unsure what certain buttons did. With regard to these issues the problem was clear, we had over the last year of development, become too familiar with the application and had failed to appreciate how it would look to someone who was entirely new to the app. Most of these problems were easy to fix, adding a simple visual queue to indicate to a user what was happening or what was expected of them was enough to satisfy the beta testers. The second type of feedback that almost all the testers gave was what we ultimately deemed ‘feature requests’. While this type of feedback is incredibly useful in knowing what your users want and planning future development, we had to deem it out of scope for this stage of development.

Overall, we were wholly successful in this phase of development.

# Iteration Evaluation and Reporting

## Iteration 1

The primary goal for this iteration was to get the game and our testing survey out to our beta testers. We were incredibly lucky that our tester were very prompt in getting the survey results back to us which meant we could move on to stretch goal for this iteration, bug fixes.

Overall this iteration was a success.

## Iteration 2

The goal of iteration 2 was to finalise all our bug fixes with the aim to get the application back into the Play Store for our beta testers to be able to complete their second round of the survey and hopefully sign off on our fixes.

In this iteration we each had documentation goals as well, it is reasonable to say that none of these goals were met, primarily due to exam pressures.

## Iteration 3

Our final iteration for the semester. At this point we were still waiting for some of our beta testers to complete the survey and had to make contact to remind them. Aside from collating our survey results this iteration was focused on finalising our documentation and demonstration ready for handover.

This iteration was a success and we are all very proud of the final body of work we have submitted.

# Discussion of Risks & Issues

## Inability to find beta testers

In the previous phase of this semester we had discussed how and who would be our beta testers and had each found at least 2 people. As it turns out it is very easy for people to say they will do something for you but when it comes time for them to actually sit down and do it they may be less forthcoming.

In the end, of the 8 testers what volunteered, we had five that completed both rounds of testing for us.

## Withdrawal of beta testers

Again people were more willing to say they would do something then to actually do it, in the end we did get back all of the second round surveys but we did have to hurry a few people up.

## Feature requests vs issues

One issue that we had not anticipated was people willingness to offer helpful ways to improve the application. In truth most of them were good suggestions and may well be implemented in future releases but for the purposes of this stage of the development they were not possible. This also meant we had to explain to the individual why their particular suggestions had essentially been ignored when it came time for them to do the survey again.

# Progress Compared to Project Plan

Completed Not completed Not started/ abandoned

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| **Iteration** | **Objective** | **Programmer** | **Notes** |
| C-1 | Multiplayer playthrough | Collin | Completed on time. |
| C-1 | Create tests for multiplayer playthrough | Michelle | All planned test scripts were written on time |
| C-1 | Implement offline redundancy | Aaron | This was deemed a low priority objective and was not started until later in the phase. |
| C-1 | Create the Game Lobby to show users ongoing games | Collin | A functional but ugly game lobby was created on time. The final product and art work were not completed until later as functionality was deemed higher priorities. |
| C-2 | Social Media Integration (Facebook) | Michelle | All scripts were written, and buttons were connected, but needed to test functionality which was not possible due to the existence of game play problems |
| C-2 | Social Media Integration (Google) | Michelle | Implementation of google play needed to be postponed till a working build could be uploaded to google console all scripts were written out but no functionality was implemented |
| C-2 | Create tests for social media functionality, push notifications and leader boards. | Michelle | All test scripts written |
| C-2 | Implement Push notifications | Charnes | Push notifications proved as difficult as feared and were not completed in this iteration. |
| C-2 | Extend Global Leader Board to Support Top Question and Top Question Submitter | Aaron | It was a mistake to put this as an objective before 'Voting on Questions' was implemented in the UI. The high score boards were implemented but could not be dynamically updated as the game did not allow for users to vote on questions |
| C-3 | Extend game to allow for rounds to be about specific categories | Collin | Completed on time |
| C-3 | Create tests for category specific rounds | Michelle | All tests were written on time |
| C-3 | Implement offline redundancy | Aaron | Work commenced on the offline redundancy. Not completed |
| C-3 | Social Media Integration (Google) | Michelle | Implementation of google play deemed to be out of scope. |
| C-3 | Implement Push notifications | Charnes | Completed |
| C-4 | Social Media Integration (Facebook) | Michelle | Completed |
| C-4 | Publish the game to the Google Play Store | Col | Completed |
| C-4 | Publish the game to the Apple Apps Store | Aaron | Compiled XCode integration.  Unable to submit to app store as game is still in beta and iOS app store does not take beta games. |
| C-5 | Finish implementing offline redundancy | Aaron | Completed |
| C-5 | Finish leader boards | Col | Completed |
| C-5 | Refine UI | Charnes | Completed on time |
| C-5 | Implement offline redundancy | Aaron | Completed |
| C-5 | Execution of all test scripts | Michelle | Completed on time |