**ITC303 – Team Orange C1 Iteration Plan**

# **1. Iteration Assessment and comments**

**Summary**Major works towards complete C1 objectives of MUC. Most efforts towards building and testing MUC base components and creating adjacent UI features.

**Demonstrated functionality included:**

**Comments Shaun**

Partly completed major tasks of implementing MUC interfaces. Significant interface included the Create MUC, which allow a user to create MUC chat, UI open screen and populates with list of contacts, use can select contacts and create screen. Need to complete management of MUC and integrate the MUC base components that Tim has completed.

**Comments Tim**

**Comments Murray**

# **2. High Level Objectives/Milestones**

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| ID | Objectives | Date |
| - | Iteration start |  |
| 1 | Team meeting planning |  |
| 2 | LCAM Resubmision |  |
| 3 | Implement 2nd Highest Priority Use Case(s) |  |
| 4 | Complete Development and Integration Testing for 2nd Highest Priority Use Case(s) |  |
| 5 | Research Group Chat relative to XMPP, Babbler, and OpenFire |  |
| 6 | Implement Group Chat in BabblerBase section |  |
| 7 | Implement Group Chat in core app (MVC) |  |
| 8 | Test Group Chat functionality |  |
| - | Iteration End |  |
| 8 | Review Iteration |  |

# **3. Work Item assignments**

The following Work Items will be undertaken in this iteration to complete the above listed Milestones:

**GREEN**  = Complete  
**YELLOW**  = Mostly complete, some complications  
**RED**  = Aborted

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| **ID** | **Work Items** | **Measure** | **Outcome** | **Assigned** | **Completion Date** | **Hours worked** |
| **Shaun** | | | | | | |
|  | Research JavaFX/lambda/MVC functionality. | Understanding of key components to solve MUC problem. | Provide solutions in complete work items. |  | 16/07/17 | 2 |
|  | Created Navigation Screen. | Select between views | Built Navigation objects for [view](https://github.com/csuproject/instantmessenger/blob/C1-feature-mucscreen/src/main/java/TeamOrange/instantmessenger/views/NavigationScreen.java) and [controller](https://github.com/csuproject/instantmessenger/blob/C1-feature-mucscreen/src/main/java/TeamOrange/instantmessenger/controllers/NavigationController.java). |  | 16/07/17 | 4 |
|  | Improve usability of send message screen. | Can use enter button, text clears with send action. Auto scroll chat box | Improve usability of [ChatScreen](https://github.com/csuproject/instantmessenger/blob/C1-feature-mucscreen/src/main/java/TeamOrange/instantmessenger/views/ChatScreen.java) view. |  | 23/07/17 | 2 |
|  | Create Chat Managment MUC Screen. | Display list of MUC user is in. Functionality to screen MUC, list, enter, create, destroy MUC. Accept/decline invitation, | Build basic MUC objects for [view](https://github.com/csuproject/instantmessenger/blob/C1-feature-mucscreen/src/main/java/TeamOrange/instantmessenger/views/MUCScreen.java) and [controller](https://github.com/csuproject/instantmessenger/blob/C1-feature-mucscreen/src/main/java/TeamOrange/instantmessenger/controllers/MUCController.java). Did not finish features of list, enter, destroy, accept/decline. |  | 23/07/17 | 2 |
|  | Create MUC Create Screen. | Handlers to output chat state information. Select Contacts in list and name. | Build MUC objects for [contact view](https://github.com/csuproject/instantmessenger/blob/C1-feature-mucscreen/src/main/java/TeamOrange/instantmessenger/views/MUCContactDisplay.java) and [create muc view](https://github.com/csuproject/instantmessenger/blob/C1-feature-mucscreen/src/main/java/TeamOrange/instantmessenger/views/CreateMUCScreen.java). |  | 23/07/17 | 4 |
|  | Create MUC Messaging Screen | Send received messages in MUC environment. See users registered, see users available. | Not not complete. Moved to next iteration. |  | 23/07/17 | 0 |
| **Murray** | | | | | | |
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| **Tim** | | | | | | |
|  | Research Group Chat Functionality |  |  | Tim |  | 2 |
|  | Implement Group Chat in BabblerBase section | BabblerBase section can communicate with the server in the ways necessary for group chat. | [BabblerBase](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/BabblerBase.java), [MucManager](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/MucManager.java) | Tim |  | ---- |
|  | Implement Models for group chat | Models have been implemented that can represent and hold the information for group chat functionality. | [AppMuc](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/models/AppMuc.java), [AppMucList](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/models/AppMucList.java), [AppMucMessage](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/models/AppMucMessage.java), [AppOccupant](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/models/AppOccupant.java) | Tim |  | 3 |
|  | Create chat room | Can create a chat room. | A persistent chat room can be created with the [BabblerBase](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/BabblerBase.java) and [MucManager](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/MucManager.java) function createAndOrEnterRoom | Tim |  | 2 |
|  | Discovering Occupants and Room Info | Can get a list of occupants of the room. | A list of occupants can be retrieved with the [BabblerBase](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/BabblerBase.java) and [MucManager](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/MucManager.java) function getOccupants. Also when entering a chat room, a listener is set which will respond to events such as occupants entering, exiting, or being kicked. | Tim |  | 1 |
|  | Entering a Room | Can enter a room. | A chat room can be entered with the [BabblerBase](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/BabblerBase.java) and [MucManager](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/MucManager.java) function createAndOrEnterRoom | Tim |  | 1 |
|  | Sending Messages | Can send a message to a chat room. | [AppMuc](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/models/AppMuc.java) has a can send a message using [BabblerBase](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/BabblerBase.java) and [MucManager](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/MucManager.java). | Tim |  | 1 |
|  | Receiving Messages | Messages are received by members of the chat room and handled. | A listener is set to pass any messages within a given multi user chat to the corresponding [MucManager](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/MucManager.java) object, which creates a list of the messages. | Tim |  | 1 |
|  | Inviting Other Users | Can invite contacts to a chat room. | Functionality has been left aside for now. It seems that being an occupant might be good enough and being a member might be unnecessary. | Tim |  | 0 |
|  | Exiting a Room | Can exit a chat room. | [AppMuc](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/models/AppMuc.java) can leave a room using [BabblerBase](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/BabblerBase.java) and [MucManager](https://github.com/csuproject/instantmessenger/blob/C1-feature-muc/src/main/java/TeamOrange/instantmessenger/xmpp/MucManager.java). | Tim |  | 0.5 |
|  | Destroying a Room | Can destroy a chat room. | Has not been implemented yet. | Tim |  | 0 |
|  | Accepting an Invitation | Can accept an invitation, becoming a member of the room. | Has not been implemented yet. | Tim |  | 0 |
|  | Declining an Invitation | Can decline an invitation. | Has not been implemented yet. | Tim |  | 0 |
|  | Chat room persistance | Chat rooms keep existing on the server. | When chat rooms are created, the settings are set to make it persistent. | Tim |  | 1 |
|  | Refactor and add documentation | Code has been cleaned up, and some documentation has been added. | [Successful](https://github.com/csuproject/instantmessenger/commit/268d3c7c6c2d3ffe65355b2478517975dd3ca3e0).  537 additions and 198 deletions. | Tim |  | 3 |
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| **Multiple People** | | | | | | |
|  | Skype meeting to work on overall plan and research group chat functionality |  |  | Tim, Shaun |  | 3 |
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# **4. Issues**

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| **Issue** | **Status** | **Notes** |
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# **5. Assessment**

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| **Assessment target** |  |
| **Assessment date** |  |
| **Participants** | Murray Tim Shaun |
| **Project status** |  |

## **Assessment against objectives**

## **Work Items: Planned compared to actually completed**

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| **Item** | **Status** |
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## Assessment against Evaluation Criteria Test results

## Other concerns and deviations