**ITC303 – Team Orange C2 Iteration Plan**

# **1. Iteration Assessment and comments**

**Summary  
  
This is the description on C2 use case manage contacts:** Users can manage their contacts from the app GUI. Performing tasks such as adding a contact, deleting a contact, muting a contact, or blocking a contact or see presence.

**Demonstrated functionality included:**

**Comments Shaun**

Multi User Chat feature fully integrated and functional test performed. Low priority feature Accept/decline invitation deferred due to time restraints.

**Comments Tim**My work items were fairly fast to complete, and i felt restricted to push on in these areas as Murray and Shaun were still working on the GUI for them. So i ran through the application and wrote down things that i thought would improve it, and created two new high level objectives from these (6 and 7).

**Comments Murray**

I spent the first week coming to grips with the architecture. It has moved on quite a bit from when I last touched the code. In the second week I implemented a model class for contact presence and updated the contact view to accommodate this. I am yet to work out how to get the presence info from the right controller to the view (or whether a new one is required?) however I fairly confident that the groundwork is in place. During a discussion with Shaun and Tim earlier this week I discovered that views are updated by iterating through the collection of objects (in this case contacts). I had thought that I would need to identify the specific gui elements and bind these to the presence events.

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

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| ID | Objectives | Date |
| - | Iteration start |  |
| 1 | Team meeting planning |  |
| 2 | Merge C1-feature-mucscreen into C1 |  |
| 3 | Link up MUC gui code and MUC application code, write MUC controllers |  |
| 4 | Create and perform test scripts for MUC |  |
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| 5 | Manage Contacts Use Case (delete, mute, block, presence) // walk through code of logging in and adding a contact, to better understand presence. Also look at PresenceController, AppPresence, UserStatus, StatusEvent |  |
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| 6 | Implement logout functionality |  |
| 7 | Improve the GUI |  |
| - | 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** | **Status** | **Completion Date** | **Hours worked** |
| **Shaun** | | | | | | |
| 1.1 | Create Multi User Chat Messaging Screen | Send received messages in Multi User Chat environment. See users registered, see users available. | Extended [ChatScreen](https://github.com/csuproject/instantmessenger/blob/c2-ft-muccontrol/src/main/java/TeamOrange/instantmessenger/views/ChatScreen.java)  to accommodate with Multi User Chats. Created and Intergrated Event Handlers [GetMUCEvent](https://github.com/csuproject/instantmessenger/blob/c2-ft-muccontrol/src/main/java/TeamOrange/instantmessenger/lambda/GetMUCEvent.java), [CreateMUCEvent](https://github.com/csuproject/instantmessenger/blob/c2-ft-muccontrol/src/main/java/TeamOrange/instantmessenger/lambda/CreateMUCEvent.java), [MUCListEvent](https://github.com/csuproject/instantmessenger/blob/c2-ft-muccontrol/src/main/java/TeamOrange/instantmessenger/lambda/MUCListEvent.java), [AddMUCEvent](https://github.com/csuproject/instantmessenger/blob/c2-ft-muccontrol/src/main/java/TeamOrange/instantmessenger/lambda/AddMUCEvent.java), [MUCRoomEvent](https://github.com/csuproject/instantmessenger/blob/c2-ft-muccontrol/src/main/java/TeamOrange/instantmessenger/lambda/AddMUCEvent.java). |  | 06-08-17 | 5 |
| 1.2 | Create Chat Management Multi User Chat Screen. | Display list of MUC user is in. Functionality to screen MUC, list, enter, create, exit MUC. Accept/decline invitation, | Extended [MUCScreen](https://github.com/csuproject/instantmessenger/blob/c2-ft-muccontrol/src/main/java/TeamOrange/instantmessenger/views/MUCScreen.java) to display lists enter, exit and create Multi User Chat. Modified [App](https://github.com/csuproject/instantmessenger/blob/c2-ft-muccontrol/src/main/java/TeamOrange/instantmessenger/App.java)  to deal with multiple Multi User Chat Sessions, extended event handling through Views and Controllers. Low priority feature Accept/decline invitation deferred due to time restraints. |  | 06-08-17 | 5 |
| 1.3 | Integrate Multi User Chat gui code and Multi User Chat application code, write Multi User Chat controllers. | Multi User CHat Base Components work with UI components. | Extended [MUCController](https://github.com/csuproject/instantmessenger/blob/c2-ft-muccontrol/src/main/java/TeamOrange/instantmessenger/controllers/MUCController.java) to integrate Multi User Chats base components. |  | 06-08-17 | 3 |
| 1.4 | Multi User Chat - Accept/decline invitation. | User can send/receive/respond to Multi User Chat request. | Low priority feature Accept/decline invitation deferred due to time restraints. |  |  | 2 |
| **Murray** | | | | | | |
| 2.1 | Create presence UI objects that indicates online offline. | UI presence symbol displaying on contact view. Symbol changes colour to indicate the status of the logged in user’s contacts | Currently the contact view screen is workable (could still be refined). Presence symbol is not connecting to the actual presence reported by the server (all Grey). |  | 09-08-17 | 12 |
| 2.2 | Extend ContactDisplay to accommodate presence object, Block Contact, Delete, Enter Chat. | Provide a mechanism to manage contacts directly within the contacts screen | Not attempted this iteration. |  | - | - |
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| **Tim** | | | | | | |
| 2.1 | Merge C1-feature-mucscreen into C1 | C1 contains all of the work done in the iteration, and any merge conflicts are resolved. | Successful. [Merge](https://github.com/csuproject/instantmessenger/commit/2038184469cd66c850bf8db020a677f8e55c0de2). [Resolution](https://github.com/csuproject/instantmessenger/commit/a0c7c2ef081e3f2b4b10d556a09bb7151c2387c4). | Tim |  | 1 |
| 5.1 | Research Contact managing features | Improved understanding of what needs to be done and how. | Discovered [PrivacyList](https://sco0ter.bitbucket.io/babbler/apidocs/rocks/xmpp/extensions/privacy/model/PrivacyList.html) functionality of Babbler.  Implemented [functions](https://github.com/csuproject/instantmessenger/commit/851b9b4d4903f7b2594f90685e4e7c8ef4c8b5be) to block a user, it worked but they still need work.  Implemented a [test](https://github.com/csuproject/instantmessenger/commit/9cad5f637863a27bdaa432d8c35566723293c6b7) to allow a user to add, delete, and block users. | Tim |  | 2 |
| 5.2 | Finish contact management functionality | Contacts can be added, deleted, blocked, and their presence can be retrieved. | All specified functionality is implemented.  [Contact block](https://github.com/csuproject/instantmessenger/commit/13428e66b87cb335c50745ce6ea1c82950b70d0d) functionality was finished off and further tested. The [presence system](https://github.com/csuproject/instantmessenger/commit/5ad35824739d7bcd1b72872069fa4fa36964fe34) in our application was restructured and improved. | Tim |  | 3 |
| 3.1 | Update MUC functionality to include join as a member, and invite other users to join as a member. | Users can join a multi user chat as a member, and invite their contacts to do the same. | Could not get this to work, and ran into some other issues. Shaun is working in a similar area, where his decisions will be affected by this outcome, so we will need to sort this out. | Tim |  | 1.5 |
| 6.1 | Implement logout functionality | When the logout button is pressed, the user should be returned to the account screen. And upon logging in as another user, the app should be configured for the new user. | [Successful](https://github.com/csuproject/instantmessenger/commit/3d4a311108ed124f00725360882b7e589fdf409c). | Tim |  | 1.5 |
| 7.1 | Display chat partner name at the top of a chat session. | When chatting with a single contact in a chat session, their name should be displayed at the top of the screen. | [Successful](https://github.com/csuproject/instantmessenger/commit/3d120360a7407cb3b2f50e0ae75a8fefe1ab1286). | Tim |  | 1 |
| 7.2 | Hitting enter in account screen calls login.Fix add contact via username to fit on screen. . Hitting enter calls add. Make login the main button for the username and password text fields. Improve account screen. Separate inputs for login and create account. Creating an account inputs that data into the login text fields.Contact display a smaller width, stop contact scroll pane horizontal scroll. Contact buttons, set focus traversable false.add contact button, set focus traversable false.navigation bar, set focus traversable false.Chat screen send button, set focus traversable false.Groups buttons, set focus traversable false. |  | [Successful](https://github.com/csuproject/instantmessenger/commit/421217deed6bfea7692a5d07386a573f1b47ab24). | Tim |  | 2 |
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| **Multiple People** | | | | | | |
| 1.1 | Start of iteration team meeting. |  | Created iteration plan. | All |  | 1 |
| 1.2 | End of iteration team meeting. |  | Team members discussed what each member had achieved, what still needs to be done, and how all our work can be merged together. | All |  | 1 |

# **4. Issues**

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| **Issue** | **Status** | **Notes** |
| Low priority feature Accept/decline invitation deferred due to time restraints. | Non-Complete | Resources/Impact not adequate to implement this iteration. |
| Murray still catching up with the current architecture of the project, limited effectiveness over this iteration. Getting him up to speed takes development time away from other team members. | Ongoing | Murray will still need to put in significant effort to avoid missing further targets |

# **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