**ITC303 – Team Orange C3 Iteration Plan**

# **1. Iteration Assessment and comments**

**Summary**This iteration we are focusing on user workflow. This includes improving the GUI to help the user understand the current state, what they can do from their, and how to achieve their task; as well as adding features to the GUI, including notifications and persistence.   
Also fixing, monitoring, and responding to message and connection outcomes (improving reliability).  
And investigating a few minor issues that have arisen, including Multi User Chats no longer being created as persistent, and javafx warnings appearing in the console.

**Demonstrated functionality included:**

**Comments Shaun**

**Comments Tim**

**Comments Murray**

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

User Workflow

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| --- | --- | --- |
| ID | Objectives | Date |
| - | Iteration start |  |
| 1 | GUI improvements. Including: general improvements, added features, cleaning of code, fixing sizing. |  |
| 2 | Fix the problem of how Multi User Chats are no longer being created as persistent. |  |
| 3 | Investigate the console warnings that are now occurring related to Javafx. |  |
| 4 | Messaging and connection reliability. |  |
| 5 | Navigation Screen and Notification Feedback |  |
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| - | 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** | | | | | | |
| 5.1 | UI NavigationScreen, connection Status. | Connection status is displayed on screen, |  |  |  |  |
| 5.2 | UI NavigationScreen, new message notification. | Screen indicates a new message. |  |  |  |  |
| 5.3 | UI MUCScreen Indicates new message. | Screen indicates a new message in chat. |  |  |  |  |
| 5.4 | UI ScreenChat(AppMuc) users presence. | Screen list available users. |  |  |  |  |
| 5.5 | UI NavigationScreen. Display name of currently logged in user. | A logged in user can see which account they are logged in as. |  |  |  |  |
| 5.6 | UI NavigationScreen. Display the button that is currently being viewed differently, representing the state. | A user can easily understand which area of the app they are in, from looking at the nav bar. |  |  |  |  |
| **Murray** | | | | | | |
| 1.1 | GUI size and button visibility | Constrain GUI components so that buttons are fully visible at all times |  |  |  |  |
| 1.2 | Improve visual feedback on contact screen | User can see when a new message has occurred from a contact on contact screen |  |  |  |  |
| 1.3 | Finalise contact presence icons | Icon/symbol indicates the current status of contacts in contact list in real time |  |  |  |  |
| 1.4 | Provide GUI interface to manage contacts (block, delete etc) | Contacts can be easily managed from the contact screen |  |  |  |  |
| 1.5 | Presence information also available on MUC screen | MUC chat window displays presence of participants in a similar way to the contacts screen |  |  |  |  |
| **Tim** | | | | | | |
| 2.1 | Figure out why MUC’s are not being created as persistent anymore. | The MUC persistence issue has been identified and resolved. |  |  |  |  |
| 3.1 | Investigate warnings (javafx). | The warnings have been resolved. |  |  |  |  |
| 1.7 | Set a size for the screen, lock it so the user can't resize the screen. Resize all gui elements to fit nicely based on this. | The user cannot resize the screen. All the gui elements are sized well to fit in the screen. |  |  |  |  |
| 1.8 | Clean up the code for the screens. | The screens code has been cleaned up, redundant code has been removed. |  |  |  |  |
| 1.9 | Improve alerts. Alerts should not give cancel option.  Look nicer, and always be centered. When they are up, don't let any interaction with anything else.  Try to make them not be pop ups. | Alerts are more functional and good looking. |  |  |  |  |
| 4.1 | Examine and respond to the result of sending a message. | Message sending is more reliable. |  |  |  |  |
| 4.2 | Examine and respond to the result of connecting, or the event of a loss of connection. | Connecting and connection loss is more reliable. |  |  |  |  |
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| **Multiple People** | | | | | | |
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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