**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 there, 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**

Large efforts were made to accommodate the message notification feature. Fundamental changes had to made in the way the contact screen view were updated and created to accommodate the notifications components. Notification has had significant impact on the usability of application.

**Comments Tim**Iteration was very successful. I spent lots of time on connection and message reliability, which was very complicated, but i am impressed with how well it is working.  
There was an issue from last iteration where multi user chats were no longer created as persistent, this was work item 2, and was resolved.  
An issue also arose where chat room discussion history was no longer being retrieved, so this was created as a new work item (6) and resolved.

**Comments Murray**

I focussed on planning and beginning documentation for the IOCM submission. I had some issues with my build environment. Tim provided a C3 jar file to use for an audit of the requirements model use cases. There are some work in progress documents which will be posted initially to the google drive for the team to discuss/review and then will be committed to GitHub prior to submission as part of IOCM.

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

User Workflow

|  |  |  |
| --- | --- | --- |
| ID | Objectives | Date |
| - | Iteration start |  |
| 1 | Use Case Audit & IOCM documentation | 21/8/17 |
| 2 | Fix the problem of how Multi User Chats are no longer being created as persistent. | 21/8/17 |
| 3 | Investigate the console warnings that are now occurring related to Javafx. | 21/8/17 |
| 4 | Messaging and connection reliability. | 21/8/17 |
| 5 | Navigation Screen and Notification Feedback | 21/8/17 |
|  |  |  |
| 6 | Fix new issue of chat room discussion history not being retrieved | 21/8/17 |
|  |  |  |
| - | 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, | [StatusDisplay](https://github.com/csuproject/instantmessenger/blob/C3/src/main/java/TeamOrange/instantmessenger/views/StatusDisplay.java) Screen created and integrated into core UI. |  |  | 1 |
| 5.2 | UI NavigationScreen, new message notification. | Screen indicates a new message. | Extended [NavigationScreen](https://github.com/csuproject/instantmessenger/blob/C3/src/main/java/TeamOrange/instantmessenger/views/NavigationScreen.java) to integrate feature. |  |  | 4 |
| 5.3 | UI MUCScreen Indicates new message. | Screen indicates a new message in chat. | Extended [MUCScreen](https://github.com/csuproject/instantmessenger/blob/C3/src/main/java/TeamOrange/instantmessenger/views/MUCScreen.java) and [MUCContactDisplay](https://github.com/csuproject/instantmessenger/blob/C3/src/main/java/TeamOrange/instantmessenger/views/MUCContactDisplay.java) to integrate feature. |  |  | 4 |
| 5.4 | UI ScreenChat(AppMuc) users presence. | Screen list available users. | Not completed. |  |  | 0 |
| 5.5 | UI NavigationScreen. Display name of currently logged in user. | A logged in user can see which account they are logged in as. | Not completed. |  |  | 0 |
| 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. | [StatusDisplay](https://github.com/csuproject/instantmessenger/blob/C3/src/main/java/TeamOrange/instantmessenger/views/StatusDisplay.java) indicates screen view. |  |  | 1 |
| 5.7 | UI ChatScreen message notification. |  | Extended [HomeScreen](https://github.com/csuproject/instantmessenger/blob/C3/src/main/java/TeamOrange/instantmessenger/views/HomeScreen.java) and [App](https://github.com/csuproject/instantmessenger/blob/C3/src/main/java/TeamOrange/instantmessenger/App.java) to integrate feature. |  |  | 6 |
| **Murray** | | | | | | |
| 1.1 | Review critical core use cases | Current build satisfies all critical core use cases any deviations put forward for discussion | Spreadsheet to be uploaded prior to team meeting on 22/8/17 [IOCM](https://drive.google.com/open?id=0B_ZxlBCSPtOJeVAxTnh1V0FNUmc) |  |  |  |
| 1.2 | Check that tests exist to prove critical core use cases | Tests can be run at build to test the critical core use cases or manually run via known entry points | Unsure of the current status of unit tests as my builds were generating a lot of errors. To be discussed on 22/8/17 [IOCM](https://drive.google.com/open?id=0B_ZxlBCSPtOJeVAxTnh1V0FNUmc) |  |  |  |
| 1.3 | Alpha Stage user acceptance scripts | review previous alpha stage testing, incorporate into comprehensive set of alpha test scripts | “IOCM test Model” document commenced. Alpha Test scripts will be added or cross referenced to this document |  |  |  |
| 1.4 | Develop initial concept for beta testing | basic structure of document with a demo section ready for team review | Not attempted this iteration - will make a start in C4 |  |  |  |
| 1.5 | User manual | basic structure of document with a demo section ready for team review | Initial concept of user guide to be uploaded ready for discussion in team meeting on 22/8/17 [IOCM](https://drive.google.com/open?id=0B_ZxlBCSPtOJeVAxTnh1V0FNUmc) |  |  |  |
| 1.6 | Project Status assessment | MUC chat window displays presence of participants in a similar way to the contacts screen | Write up will follow team discussion on 22/8/17 [IOCM](https://drive.google.com/open?id=0B_ZxlBCSPtOJeVAxTnh1V0FNUmc) |  |  |  |
| **Tim** | | | | | | |
| 2.1 | Figure out why MUC’s are not being created as persistent anymore. | The MUC persistence issue has been identified and resolved. | [Successful](https://github.com/csuproject/instantmessenger/commit/8f84416dc1f7c199890469aca37e893eceec36be). The user had to have entered the room before configuring it to be persistent. | Complete. |  | 1 |
| 3.1 | Investigate warnings (javafx). | The warnings have been resolved. | They are no longer occurring. | --- |  | 0 |
| 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. | [Successful](https://github.com/csuproject/instantmessenger/commit/912a7a5b80307b590b85b816589a66142d3fb877). | Complete. |  | 2.5 |
| 1.8 | Clean up the code for the screens. | The screens code has been cleaned up, redundant code has been removed. | Some of this was performed as other tasks. | ---- |  | 0 |
| 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. | [Successful](https://github.com/csuproject/instantmessenger/commit/278b0d14c60f37e1e784fa9ddef903c6ff499af6).  Alerts are now centered. | Complete. |  | 0.5 |
| 4.1 | Examine and respond to the result of sending a message. | Message sending is more reliable. | Completed as part of 4.4 | Completed as part of 4.4 |  | 0 |
| 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. | [Successful](https://github.com/csuproject/instantmessenger/commit/50b7d8da4ec4a0d22cc9787546be06d6f95f31de).  Connection state is monitored, saved, and reconnection is attempted every 5 seconds. | Complete. |  | 3 |
| 4.3 | Attempted actions that require a connection, are handled well when no connection is present. | Attempted actions that require a connection, are handled well when no connection is present. | [Successful](https://github.com/csuproject/instantmessenger/commit/278b0d14c60f37e1e784fa9ddef903c6ff499af6).  Logging in, logging out, creating an account, or adding a contact, with no connection; will attempt to reconnect on a new thread every 5 seconds, and then finish the task/tasks once connected. | Complete. |  | 3 |
| 4.4 | More connection reliability. | Can successfully determine if the app is connected at any time. Actions that require a connection are completed once a connection is acquired, if there has been a connection loss. Connecting, checking connection, and completing these tasks is done on a separate thread to prevent locking up the application. These tasks are added to a queue, so that they will maintain their order when being completed. Messages are displayed in red when send has been pressed but they have not been sent yet. Then they change to green when they are sent. | [Successful](https://github.com/csuproject/instantmessenger/commit/fe6d66f47d0c71937a121078f23a6ebeff3882ab). | Complete. |  | 7 |
| 1.10 | Make username, contact-add, and muc-creation inputs only take small (non-capital) letters, as this is what they really do. | username, contact-add, and muc-creation inputs only take small (non-capital) letters. | [Successful](https://github.com/csuproject/instantmessenger/commit/532e6ce0a9fe595ce93f7bf3597817c123cc4955). | Complete. |  | 0.5 |
| 6.1 | An issue arose where the discussion history of a chat room is not being retrieved. This needs to be fixed. | Chat room history is retrieved. | [Successful](https://github.com/csuproject/instantmessenger/commit/49ca08ef2a5c524b73245d59c8b66fc95edbb6d9). Had to set up listeners before logging in, then when logging in request discussion history. | Complete. |  | 1.5 |
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| **Multiple People** | | | | | | |
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# **4. Issues**

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| --- | --- | --- |
| **Issue** | **Status** | **Notes** |
|  |  |  |

# **5. Assessment**

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| --- | --- |
| **Assessment target** | 90% complete |
| **Assessment date** | 22/8/17 |
| **Participants** | Murray Tim Shaun |
| **Project status** | satsifactory |

## **Assessment against objectives**

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

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| --- | --- | --- |
| **ID** | **Objectives** | **Status** |
| 1 | Use Case Audit & IOCM documentation | 75% of planned |
| 2 | Fix the problem of how Multi User Chats are no longer being created as persistent. | 100% complete |
| 3 | Investigate the console warnings that are now occurring related to Javafx. | 100% complete |
| 4 | Messaging and connection reliability. | 100% complete |
| 5 | Navigation Screen and Notification Feedback | 75% of planned |
| 6 | Fix new issue of chat room discussion history not being retrieved | 100% complete |

## Assessment against Evaluation Criteria Test results

## Other concerns and deviations