**ITC303 – Team Orange E2 Iteration Plan**

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

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| --- | --- | --- |
| **ID** | **Objectives** | **Date** |
| - | Iteration start | 24/04/2017 |
| 1 | Implement Base project components | 07/05/2017 |
| 2 | Implement request contact base functionality. | 07/05/2017 |
| 2 | Implement read contact list base functionality. | 07/05/2017 |
| 2 | Implement amed contact list base functionality. | 07/05/2017 |
| 3 | Implement Contacts Class | 07/05/2017 |
| 4 | Implement remove Contact from roster | 07/05/2017 |
| 5 | Create chat use case | 07/05/2017 |
| 6 | View chats use case | 07/05/2017 |
| 7 | Research and Implement MVC architecture | 07/05/2017 |
| 8 | Create GUI | 07/05/2017 |
| - | Iteration End | 01/05/2017 |
| 8 | Review Iteration | 02/05/2017 |

# **2. Work Item assignments**

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

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| --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Work Items** | **Measure** | **Outcome** | **Assigned** | **Completed by** | **Hours worked** |
| 1.1 | Implement Development Branch. | New Branch in project created | Branch E2 created. | All | 07/05/2017 |  |
| 1.2 | Implement Base Class. | Base Class constructs Subclasses, seen [here](https://github.com/csuproject/instantmessenger/blob/master/docs/Elaboration/ClassDiagram.png). | Babbler XMPP base class implemented (refer to [diagram](https://github.com/csuproject/instantmessenger/blob/master/docs/Elaboration/ClassDiagram.png)) | All | 07/05/2017 |  |
| 2.1 | Implement Contacts class function to Create new Roster | New Roster assigned to Server. | Not required, Rosters are created we contact is created. | Shaun | 07/05/2017 | 0.5 |
| 2.2 | Implement Contacts class function to request contact added to Roster. | Request for Roster membership can be sent to Contact. | Implemented in [ContactManager](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/xmpp/ContactManager.java) type, method addContact(), | Shaun | 07/05/2017 | 3 |
| 2.3 | Implement Contacts class function to accept contact request. | Request for Roster membership can be read and responded to. | Found additional dependencies/complexity to implement full functionality. Will delay to next iteration to allow function to work with other event driven functions.  Although Implemented base methods for use with event handling in [ContactManager](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/xmpp/ContactManager.java) type, method approveContact(), denyContact(), addListenerPresence(), removeListenerPresence(), getPresenceOfEvent(), getContactOfEvent(). | Shaun | 07/05/2017 | 2 |
| 2.4 | Implement Test Script 2.1 | Test outputs results to console. | Built and executed [TestScript2.1](https://github.com/csuproject/instantmessenger/blob/E2/src/test/java/TeamOrange/instantmessenger/TestScript_2_1.java), see console [output](https://github.com/csuproject/instantmessenger/blob/E2/docs/Elaboration/TestScriptConsole2.1). | Shaun | 07/05/2017 | 1 |
| 2.5 | Update TestPlan2 Doc and iteration plan with evidence, | Doc updated | Completed. | Shaun | 07/05/2017 | 0.5 |
| 3.1 | Implement Contacts class function to create list of Groups User assigned to. | List created of Groups assigned to Contact | Successful, implementation in [ContactManager](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/xmpp/ContactManager.java) type, method getContactGroups() | Shaun | 07/05/2017 | 3 |
| 3.2 | Implement Contacts class function to create list of Contacts in Roster. | List created of Contacts in Roster. | Successful, implementation in [ContactManager](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/xmpp/ContactManager.java) type, method getContacts(). | Shaun | 07/05/2017 | 2 |
| 3.3 | Implement Test Script 2.2 | Test outputs results to console. | Built and executed [TestScript2.2](https://github.com/csuproject/instantmessenger/blob/E2/src/test/java/TeamOrange/instantmessenger/TestScript_2_2.java), see console [output](https://github.com/csuproject/instantmessenger/blob/E2/docs/Elaboration/TestScriptConsole2.2). | Shaun | 07/05/2017 | 1 |
| 3.4 | Update TestPlan2 Doc and iteration plan with evidence, | Doc updated | Completed. | Shaun | 07/05/2017 | 0.5 |
| 4.1 | Implement Contacts class function to remove Contact from Roster. | Contact removed from Roster. | Successful, implementation in [ContactManager](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/xmpp/ContactManager.java) type, method removeContact() | Shaun | 07/05/2017 | 2 |
| 4.2 | Implement Test Script 2.3 | Test outputs results to console. | Built and executed [TestScript2.3](https://github.com/csuproject/instantmessenger/blob/E2/src/test/java/TeamOrange/instantmessenger/TestScript_2_3.java), see console [output](https://github.com/csuproject/instantmessenger/blob/E2/docs/Elaboration/TestScriptConsole2.3). | Shaun | 07/05/2017 | 1 |
| 4.3 | Update TestPlan2 Doc and iteration plan with evidence, | Doc updated | Completed. | Shaun | 07/05/2017 | 0.5 |
| 5.1 | Retrieve a user (or users details e.g. JID)  [This will be normally implemented through contacts, so we probably just have to know a user's JID for now.] |  | Unnecessary, just starting chats based on username for now until contacts is fully implemented. | Tim/Murray | 07/05/2017 |  |
| 5.2 | (Optional) Set up a chat bot on the server that will respond to a received message. This will make testing chat functionality much easier. | A chat bot is set up on the server that will respond to a received message. | Incomplete. Couldn't find a good one. Will keep looking. | Murray | 07/05/2017 | 1 |
| 5.3 | Create a chat with a user | Chat is created for both users (creator and other) | A user can create an [AppChatSession](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/models/AppChatSession.java) with another user, and this will send a message to the other user, telling them to create a corresponding chat session with the same thread. Only works if the other user is online at the time. | Tim | 07/05/2017 | 2 |
| 5.4 | Send a message to a user in the chat | The other user receives the message | Same as bellow. | Tim | 07/05/2017 | 2 |
| 5.5 | Receive a message from another user | The sent message is received | I created a chat session on my desktop, joined it on my laptop, and sent messages between the two successfully. However receiving the message to create a corresponding chat session and receiving chat messages only works if the other user is online, as messages are not saved on the server and sent the next time the user is online. | Tim | 07/05/2017 | 2 |
| 5.6 | Notify of new Chat Event (new Chat, new Message) | System knows when a new chat event occurs (a callback handler function is called) | A message listener is alerted whenever there is a new message, and the message is handled accordingly. When user A creates a new ChatSession with user B, user B receives a message (not a chat message) telling them to create a corresponding chat session. | Tim | 07/05/2017 | 2 |
| 5.7 | Notify of Chat status (read/unread) | The status of a chat is held correctly. Starting as unread, becoming read when the message is seen, and handling the case of being read instantly (received when that chat is open). | Incomplete. Did not get up to this stage. | Tim | 07/05/2017 |  |
| 5.8 | Pass all of TestPlan3 | All steps of all test functions in TestPlan3 are successfully completed. | TestPlan3 3.1 and 3.2 have been completed. 3.3 has not been attempted yet. Murray is working on [automation of all tests](https://github.com/csuproject/instantmessenger/blob/E2/src/test/java/TeamOrange/instantmessenger/Test2ContactManagement.java) via JUnit/Mockito. | Tim/Murray | 07/05/2017 | 0 |
| 6.1 | Retrieve a list of all chats. (id, users between) | A list of chats can be retrieved, and a given chat can be identified from this list. | When a chat is created it is represented by the model [AppChatSession](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/models/AppChatSession.java), and is saved in the model [AppChats](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/models/AppChats.java) | Tim | 07/05/2017 | 3 |
| 6.2 | Retrieve a list of messages for a given chat, from the most recent message back X messages. | A list of messages can be retrieved from a given chat. | Chat model has been created called [AppChatSession](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/models/AppChatSession.java), and when a message is sent or received in that chat, it is saved to its list of [AppChatSessionMessage](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/models/AppChatSessionMessage.java). However these chats and messages are not yet saved on the server. | Tim | 07/05/2017 | 3 |
| 7.1 | Research and implement MVC Architecture | MVC Architecture is implemented in project | MVC architecture has been implemented, as can be seen [here](https://github.com/csuproject/instantmessenger/tree/E2/src/main/java/TeamOrange/instantmessenger).  Views and Models don't know about each other or Controllers. Controllers know about the Views and Models that they need. | Tim | 07/05/2017 | 2 |
| 8.1 | Create log in / create account gui | A view exists with corresponding controllers for the LogIn and Create Account use cases. | [AccountScreen](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/views/AccountScreen.java) accepts username and password input. Then calls [LoginController](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/controllers/LoginController.java) if login button is pressed, or [CreateAccountController](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/controllers/CreateAccountController.java) if create account button is pressed. | Tim | 07/05/2017 | 2 |
| 8.2 | Create Chat gui | A view exists with a corresponding controller for the create chat use case. | [HomeScreen](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/views/HomeScreen.java) accepts the name of a user. Then when the create chat button is pressed, it calls the [CreateChatController](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/controllers/CreateChatController.java). | Tim | 07/05/2017 | 2 |
| 8.3 | Chat gui | A view exists with a corresponding controller for the chat use case. | [ChatScreen](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/views/ChatScreen.java) allows a message to be typed in, and when the send button is pressed, it calls the [ChatController](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/controllers/ChatController.java). The message is sent and saved within models, however it is not displayed in the gui yet. | Tim | 07/05/2017 | 2 |
| 8.4 | Create Base gui structure. | Screens are tracked, displayed, and implemented nicely. | [Screen](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/views/Screen.java) is a class that all screens extend. [ScreenEnum](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/views/ScreenEnum.java) is used to track which screen we are on, and change screens. [GuiBase](https://github.com/csuproject/instantmessenger/blob/E2/src/main/java/TeamOrange/instantmessenger/views/GuiBase.java) is used to display screens. | Tim | 07/05/2017 | 2 |
| 9.0 | Create new more detailed master test plan | Implement template provided in the resources section | [MasterTestPlan2](https://github.com/csuproject/instantmessenger/blob/master/docs/InceptionIteration2/MasterTestPlan2.docx) | Murray | 09/05/2017 | 3 |