Life Cycle Plan (LCP)

LA Commons upgrade of website

Team 1

Name	Primary Role	Secondary Role
Hualong Zu	Project Manager	Prototyper
Qihua Wu	Life Cycle Planner	Oper-Concept Engineer
Taizhi Li	Requirements Engineer	Life Cycle Planner
Huaiqi Wang	Prototyper	Requirements Engineer
Tianyi Luo	Feasibility Analyst	System Architect
Yueheng Li	System Architect	Oper-Concept Engineer
Steiniger, Herman, L	IIV & V	Quality Focal Point

12/09/2013

Version History

Date	Author	Version	Changes made	Rationale
09/25/2013	Qihua Wu, Taizhi Li	1.0	Moving to google doc	To cooperate with the team
10/10/2013	Qihua Wu	2.0	Section 1-3	Draft VC package
10/11/2013	Qihua Wu, Taizhi Li	2.1	Section 4-5	Draft VC package
10/13/2013	Taizhi Li	2.1	Clean up Section 1-4	Draft VC package
10/15/2013	Qihua Wu, Taizhi Li	2.1	Finalize Section 1-5	Draft VC package
10/16/2013	Qihua Wu, Taizhi Li	2.2	Cleanup and minor update	Draft VC package
10/18/2013	Qihua Wu, Taizhi Li	2.3	Minor fixing	Changes for ARB
10/21/2013	Qihua Wu, Taizhi Li	2.4	Fix after ARB feedback	VC package
11/27/2013	Qihua Wu	2.5	Draft for final ARB	Changes for Final ARB
12/01/2013	Qihua Wu	2.6	Changes related to OCD changes	For Final ARB
12/02/2013	Qihua Wu	3.0	Minor fixes coordinating to other documents	For Final ARB
12/06/2013	Qihua Wu	3.1	Update after ARB	For FD package
12/09/2013	Qihua Wu	3.2	Finalize FD package	For FD package

Table of Contents

Table of Tables

1. Introduction

1.1. Purpose of the LCP

The LCP helps in identifying tasks and their corresponding timelines. It also gives us an understanding about the resources available for the project. At any point of time, the current status of the project can be matched against the LCP to check if the project is adhering to the schedule or not.

The LCP keeps a clear understanding between the development team and the client with respect to the deliverable and their corresponding dates.

The LCP also helps in understanding the skill-set of the entire team, both in terms of current skills and required skills.

1.2. Status of the LCP

The status of the LCP is currently at the Draft FD Package version number 3.2
This is the version that will be submitted to the project website for later updates. The major changes are finalizing for FD package

2. Milestones and Products

Exploration phase

Duration: 09/12/13- 9/27/13

Concept: During this phase, the team sets up several meetings to understand the LA Commons; set up the program model and benefit chain; identify project operational concept, life cycle plan, and system and software boundary; understand all success-critical stakeholders, team members' skills; and identifies risks and mitigation plan for each risk.

Deliverables: Valuation Commitment Package

Milestone: Valuation Commitment Review

Strategy: One Incremental Commitment Cycle

Valuation phase

Duration: 09/28/13- 10/23/13

Concept: During this phase, the team performs WinWin negotiation with client, prioritizes win conditions; make prototypes of upgrading LA Commons website; continues developing operational concepts; provides the feasibility evidence; assesses and plans to mitigate risks; plans and manages the projects.

Deliverables: Foundations Commitment Package

Milestone: Foundations Commitment Review

Strategy: WinWin negotiation, functional prototype development

Foundations phase

Duration: 10/24/13- 12/09/13

Concept: During this phase, we will mainly develop the system architecture by defining the tech-dependent and tech-independent architecture and specify the architecture styles, patterns and frameworks; manage project quality and prototyping.

Deliverables: Development Commitment Package

Milestone: Development Commitment Review

Strategy: Construct traceability matrix, functional prototype development

Re-baselined Foundations phase

Duration: 01/13/14- 02/15/14

Concept: Since some team members will not continue 577b in the spring semester and there will be some new students joining us, the communications are needed between new members and old members. Meanwhile, the team will re-baseline the project status.

Deliverables: Foundations Commitment Package

Milestone: Foundations Commitment Review

Strategy: Update previous documents based on the changes of the project

Development (construction iteration) phase

Duration: 2/16/14 - 4/18/14

Concept: During this phase, our team will mainly focus on accomplishing the implementation of Neighborhood and Project Page Module, Interactive Map Module, Gallery Module, Social Networking Sharing Module by coding the project and improve the layout of LA Commons website.
Deliverables: Operation commitment package, Upgraded Working System
Milestone: Core capability Drivethrough, Transition Readiness Review
Strategy: Team member collaborates with each other during coding process.

Development (transition iteration) phase

Duration: 4/21/14 - 4/28/14
Concept: During this phase, our team will be mainly concern about the transition of the project, which is to train other people to maintain, control and use it.
Deliverables: Transition Package, Operation Commitment Package, User Manual
Milestone: Operation Commitment Review
Strategy: Training

Operation phase

Duration: 4/29/14 - 5/5/14
Concept: During this phase, our team will focus on the webiste operation, and provide the support to the client and the maintainer.
Deliverables: Client evaluation form, all support documents
Strategy: Support

3. Responsibilities

3.1 Responsibilities by Phase

Table 1: Client's responsibilities

Name: Heather Hoggan	
Role: Client	
Exploration	Identify project details
Valuation	Assess project risks
Foundations	Discuss with team about available resource
Development- Construction Iteration	Follow up implementation and give feedback
Development- Transition Iteration	Check milestone and analysis work product Receive training and arrange training sessions to the LA Commons employees

Table 2: Developers' responsibilities

Name: Hualong Zu	
Role: Project Manager	
Exploration	1) Explore the system 2) Make detailed project plan on next phase
Valuation	1) Assign work for each team member 2) Make detailed project plan on next phase
Foundations	1) Record progress report 2) Make detailed project plan on next phase

Development- Construction Iteration	1) Organize WinWin condition requirement 2) Make detailed project plan on next phase 3) Participate in implementing different modules (implementer in 577b)
Development- Transition Iteration	1) Assign work for each team member 2) Hardware preparation

Name: Qihua Wu	
Role: Life Cycle Planner	
Exploration	Explore the system
Valuation	1) Identify project risk 2) Setup schedule
Foundations	Further plan the project and setup milestones

Name: Huaiqi Wang	
Role: Prototyper	
Exploration	Specify architectural styles, patterns and frameworks
Valuation	Analyze NDI interoperability
Foundations	Develop prototype
Development- Construction Iteration	Participate in implementing different modules (implementer in 577b)
Development- Transition Iteration	1) Software preparation 2) Conduct training sessions for the client (implementer in 577b)

Name: Taizhi Li

Role: Requirements Engineer	
Exploration	Develop requirements definition
Valuation	Assess requirements definition
Foundations	Iterate with the client for better understanding of the requirements

Name: Tianyi Luo	
Role: Feasibility Analyst	
Exploration	Assess and plan to mitigate risks
Valuation	Assess feasibility evidence
Foundations	1) Describe feasibility evidence 2) Assess feasibility evidence 3) Define System and Software requirements
Development- Construction Iteration	Participate in implementing different modules (implementer in 577b)
Development- Transition Iteration	1) Conduct training sessions for the client (trainer in 577b)

Name: Yueheng Li	
Role: System Architect	
Exploration	Specify architecture styles, patterns and frameworks
Valuation	Define technology-(in)dependent architecture
Foundations	Define technology-(in)dependent architecture

Name: Steiniger, Herman, L

Role: IIV & V	
Exploration	Verify and validate work products
Valuation	Verify and validate work products
Foundations	Verify and validate work products

Name: 577b Recruited Team Member1	
Role: General Developer + Tester	
Foundation re-baseline	Explore the system and get familiar with Wordpress
Development- Construction Iteration	Participate in testing different modules (tester in 577b)
Development- Transition Iteration	Participate in testing different modules Conduct training sessions for the client (trainer in 577b)

Name: 577 Team Member 2	
Role: General Developer + Trainer	
Foundation re-baseline	Explore the system and get familiar with Wordpress
Development- Construction Iteration	Participate in developing different modules (developer in 577b)
Development- Transition Iteration	Conduct training sessions for the client (trainer in 577b)

3.2 Skills

Team members	Role	Skills
Qihua Wu	Life Cycle Planner Oper-Concept Engineer	Current skills: Good planning skills Risk Analysis Good analysis capabilities Languages: Java, XML, SQL, HTML Teamwork and coordination Required skills: Project and activity planning COCOMO II Visio Microsoft Project Plan Languages: Java, JavaScript, HTML, CSS, XML Word Press
Taizhi Li	Requirements Engineer Life Cycle Planner	Current skills: Good capabilities of goals setting and alignment Languages: Java, XML, SQL, HTML Additional: Android, database design Clear and concise communication Good teamwork and coordination Required skills: - Good project and activity skills - UML - COCOMO II - Winbook - Word Press

Hualong Zu	Project Manager Prototyper	Current Skills: Good leadership Time management Great communication skills with clients Good analysis capabilities Tools: Eclipse Languages: JAVA, HTML, JavaScript Required Skills: - Monitoring and controlling execution of project - Good time and people management, - JAVA, HTML, JavaScript - Word Press
Yueheng Li	System Architect Oper-Concept Engineer	Current Skills: Tools: Eclipse, GNU Languages: JAVA, HTML, JavaScript Clear and concise communication Required Skills: - Good communication skills - Good teamwork and coordination - UML - Word Press
Tianyi Luo	Feasibility Analyst System Architect	Current Skills: Teamwork, Java, C#, PHP, CSS, HTML, JavaScript Required Skills: - Project plan - Risk analysis - Feasibility analysis - Word Press

Huaiqi Wang	Prototyper Requirements Engineer	Current Skills: Java, C, HTML, Android SDK & SSH frame. Required Skills: UML. Prototyping tools, COCOMOII, Word Press, HTML
Steiniger, Herman, L.	IIV & V Quality Focal Point	Current Skills: JAVA, HTML, JavaScript Required Skills: Software engineering requirements, architectures, quality management, configuration management, Bugzilla, Winbook Word Press

Continuing 577b Team:

Hualong Zu	Project manager, Developer	Required Skills: Communication skills, Bugzilla, Word Press, Winbook, Facebook API, WordPress plugins
Tianyi Luo	Feasibility analyst/system architect, developer	Required Skills: Communication skills, Bugzilla, Word Press, Winbook, Facebook API, WordPress plugins
Huaiqi Wang	Operational concept, developer	Required Skills: Communication skills, Bugzilla, Word Press, Winbook, Facebook API,

		WordPress plugins
577b Team member 1(New recruit)	Life cycle planner/ developer	Required Skills: Communication skills, Bugzilla, Word Press, Winbook, Facebook API, WordPress plugins
577b Team member 2(New recruit)	Tester / IV&V / Quality Focal Point	Required Skills: Communication skills, Documentation skills Bugzilla, Word Press, Winbook

4. Approach

4.1. Monitoring and Control

In order to monitor the progress of our project, we are relying heavily on Bugzilla and prompt short meeting in addition to weekly team meetings. The planning was being done internally via email or phone calls. Those are updated on Bugzilla as well. We are also using Effort Report (ER) to keep track of the individual contribution.

The major way we communicate with the client is through Winbook. Occasional phone call and in-person meetings are conducted upon requests.

4.1.1. Closed Loop Feedback Control

Our team relies heavily on emails to share information with the members. We made two Google group, one for internal communication between us students, and another one where we have the clients too. This makes communication easy and reliable .

Every time someone uploads a document to the website or completes some assigned work, he would notify the team by email. Dropbox and Google Drive are also used to share the artifacts between teammates besides the project website. This keeps everyone up-to-date with the recent activities and progress of the individual components of the project.

4.1.2. Reviews

We are using four types of review to control our project:

- Group assessment of difficulties
- IIV & V evaluations
- TA feedback
- ARB

IIV & V evaluations and TA feedback are provided by Kenda (DEN) and the TAs. We provide group assessment of difficulties as a team, when someone has difficulties in doing part of our project. We usually meet once a week, and assess the difficulties encountered by each one of us during last week. We either solve the problem on the spot, or provide group feedback to help fix the problem. Finally, the ARB provided by TAs and professors gives us an opportunity to get review by all of the professors, TAs and clients.

4.2. Methods, Tools and Facilities

Tools	Usage	Provider
AXURE	Provides examples for user interface and system functionality, is helpful in the development of prototype	Axure
ICSM EPG	Better understanding of our roles as software engineers; help with documentation and other submissions	CSCI 577
WordPress	Host website along with user interface for easy updates	BlueHost
Bugzilla	Track project progress	TA
Winbook	Keep track of the information resulting from negotiations with client, win conditions and issues raised	TA
Microsoft Visio	Documents OCD workflow	Microsoft
Microsoft Office	Document editing, sheets, presentations etc…	Microsoft
Visual Paradigm	Capture UML and auto generate SSAD	Visual Paradigm International
COINCOMO	Estimate the software developing cost	USC CSSE
Effort Report	Record the total weekly working hours on the project	USC CSSE
Microsoft Project	Make the project planning	Microsoft
Various WordPress plugins	Essential components for development	Different providers

5. Resources

We present the project effort and schedule estimation of the project using COCOMO II. The following conditions were used to estimate the cost of our project, LA Commons Upgrade of Website.

- Estimated CSCI577a Effort: 7 team members at 10 hrs./week for 12 weeks
- Estimated CSCI577b Effort: 5 team members at 10 hrs./week for 12 weeks
- Total estimated effort:

- Budget information: This project has no budget for our development efforts. However, the client must provide some necessary equipment for development and testing, e.g. Blue Host service.Blue Host (web hosting) $120/year This website requires to pay for its web hosting Domain name $16.4/year This website requires to pay for its domain name each year.

- Project duration: 24 weeks
- Component modules in your development project:
  Neighborhood and Project page Module
  Interactive Map Module
  Gallery Module
  Cosmetic changes Module
  Social network sharing Module
- Programming language used: HTML/CSS, PHP

Table 3: COCOMOII Scale Driver

Scale Driver	Value	Rationale
PREC	Nominal	This is not very similar to the projects that our team had developed before
FLEX	Nominal	The client briefly defines how the system would be; however, they are open to discussions with the development team
RESL	High	The thoroughness of the architecture and its freedom from risk is quite high because Bluehost WordPress is quite stable.
TEAM	High	All stakeholders are very collaborative and have strong commitments to achieve the goals of the project
PMAT	High	The whole team is quite agile, CMMI level 3

The following is module listed in the system and its estimated size with Source Lines of Code (SLOC)

Table 4: Module lists and SLOC of each module

No.	Module Name	Brief Description	SLOC	REVL
1	Neighborhood and Project page	Prioritize feature for showcasing Community Art projects	400	3%
2	Interactive Map	Visualize the event location and community art	400	60%
3	Gallery	Showcase all the pictures from past events	300	10%
4	Cosmetic Changes	Visualization of up-coming or past event highlights	350	50%
5	Social Network sharing	Administration tool	300	50%

The following is COCOMOII Cost Drivers of each module and rationales of choosing the values.

Table 5: COCOMOII Cost Drivers of Module 1 - Neighborhood and Project page module

Cost Driver	Value	Rationale
RELY	High	This module is extremely important because the website is relying on that feature to brand itself
DATA	Nominal	This module is is not data intensive, nominal data cost drive
DOCU	Nominal	Because the development process follows ICSM, the document for life-cycle needs is normal.
CPLX	Low	It would be generated by the Bluehost WordPress, not very hard to do so.
RUSE	High	It is going to be reused for the future projects.
TIME	Nominal	This module stays there all the time, execution time depends on the amount of website visitors

STOR	Nominal	We have unlimited storage space for the website.
PVOL	High	Very stable, the platform will stay the same
ACAP	High	Team members are capable of doing these implementation
PCAP	High	Programmers are capable, efficient and thorough. They are able to communicate and cooperate very well.
PCON	Low	We have 7 team members in CSCI577a that is suitable for our project sizing. But only half of the teams are leaving for 577B
APEX	Nominal	The average experience of the team members for this online web-based application is about one year.
LTEX	Low	Most of the tools are new to our team.
PLEX	Low	The platform is new to our team.
TOOL	Nominal	Use of strong, mature, moderately integrated tools
SITE	High	Most teammate can meet at last twice a week
SCED	Nominal	The schedule is fixed for 12 weeks in Fall plus 12 weeks in spring

Table 6: COCOMOII Cost Drivers of Module 2- Interactive Map module

Cost Driver	Value	Rationale
RELY	Nominal	This module is for ease of user interaction with the website
DATA	Nominal	This module is is not data intensive, nominal data cost drive
DOCU	Nominal	Because the development process follows ICSM, the document for life-cycle needs is normal.
CPLX	Nominal	It would be generated by the Bluehost WordPress, not very hard to do so. Also need to use Google map API
RUSE	High	It is going to be reused for the future projects.
TIME	Nominal	This module stays there all the time, execution time depends on the amount of website visitors

STOR	Nominal	We have unlimited storage space for the website.
PVOL	High	Very stable, the platform will stay the same
ACAP	High	Team members are capable of doing these implementation
PCAP	High	Programmers are capable, efficient and thorough. They are able to communicate and cooperate very well.
PCON	Low	We have 7 team members in CSCI577a that is suitable for our project sizing. But only half of the teams are leaving for 577B
APEX	Nominal	The average experience of the team members for this online web-based application is about one year.
LTEX	Low	Most of the tools are new to our team.
PLEX	Low	The platform is new to our team.
TOOL	Nominal	Use of strong, mature, moderately integrated tools
SITE	High	Most teammate can meet at last twice a week
SCED	Nominal	The schedule is fixed for 12 weeks in Fall plus 12 weeks in spring

Table 7: COCOMOII Cost Drivers of Module 3 - Gallery module

Cost Driver	Value	Rationale
RELY	Nominal	This module is for better showcase the past event
DATA	Nominal	This module is is not data intensive, nominal data cost drive
DOCU	Nominal	Because the development process follows ICSM, the document for life-cycle needs is normal.
CPLX	Nominal	It would be generated by the Bluehost WordPress, not very hard to do so.
RUSE	High	It is going to be reused for the future projects.
TIME	Nominal	This module stays there all the time, execution time depends on the amount of website visitors

STOR	Nominal	We have unlimited storage space for the website.
PVOL	High	Very stable, the platform will stay the same
ACAP	High	Team members are capable of doing these implementation
PCAP	High	Programmers are capable, efficient and thorough. They are able to communicate and cooperate very well.
PCON	Low	We have 7 team members in CSCI577a that is suitable for our project sizing. But only half of the teams are leaving for 577B
APEX	Nominal	The average experience of the team members for this online web-based application is about one year.
LTEX	Low	Most of the tools are new to our team.
PLEX	Low	The platform is new to our team.
TOOL	Nominal	Use of strong, mature, moderately integrated tools
SITE	High	Most teammate can meet at last twice a week
SCED	Nominal	The schedule is fixed for 12 weeks in Fall plus 12 weeks in spring

Table 8: COCOMOII Cost Drivers of Module 4 - Cosmetic changes module

Cost Driver	Value	Rationale
RELY	Nominal	This module is for cosmetic reason
DATA	Nominal	This module is is not data intensive, nominal data cost drive
DOCU	Nominal	Because the development process follows ICSM, the document for life-cycle needs is normal.
CPLX	Low	It would be generated by the Bluehost WordPress, not very hard to do so.
RUSE	High	It is going to be reused for the future projects.
TIME	Nominal	This module stays there all the time, execution time depends on the amount of website visitors

STOR	Nominal	We have unlimited storage space for the website.
PVOL	High	Very stable, the platform will stay the same
ACAP	High	Team members are capable of doing these implementation
PCAP	High	Programmers are capable, efficient and thorough. They are able to communicate and cooperate very well.
PCON	Low	We have 7 team members in CSCI577a that is suitable for our project sizing. But only half of the teams are leaving for 577B
APEX	Nominal	The average experience of the team members for this online web-based application is about one year.
LTEX	Low	Most of the tools are new to our team.
PLEX	Low	The platform is new to our team.
TOOL	Nominal	Use of strong, mature, moderately integrated tools
SITE	High	Most teammate can meet at last twice a week
SCED	Nominal	The schedule is fixed for 12 weeks in Fall plus 12 weeks in spring

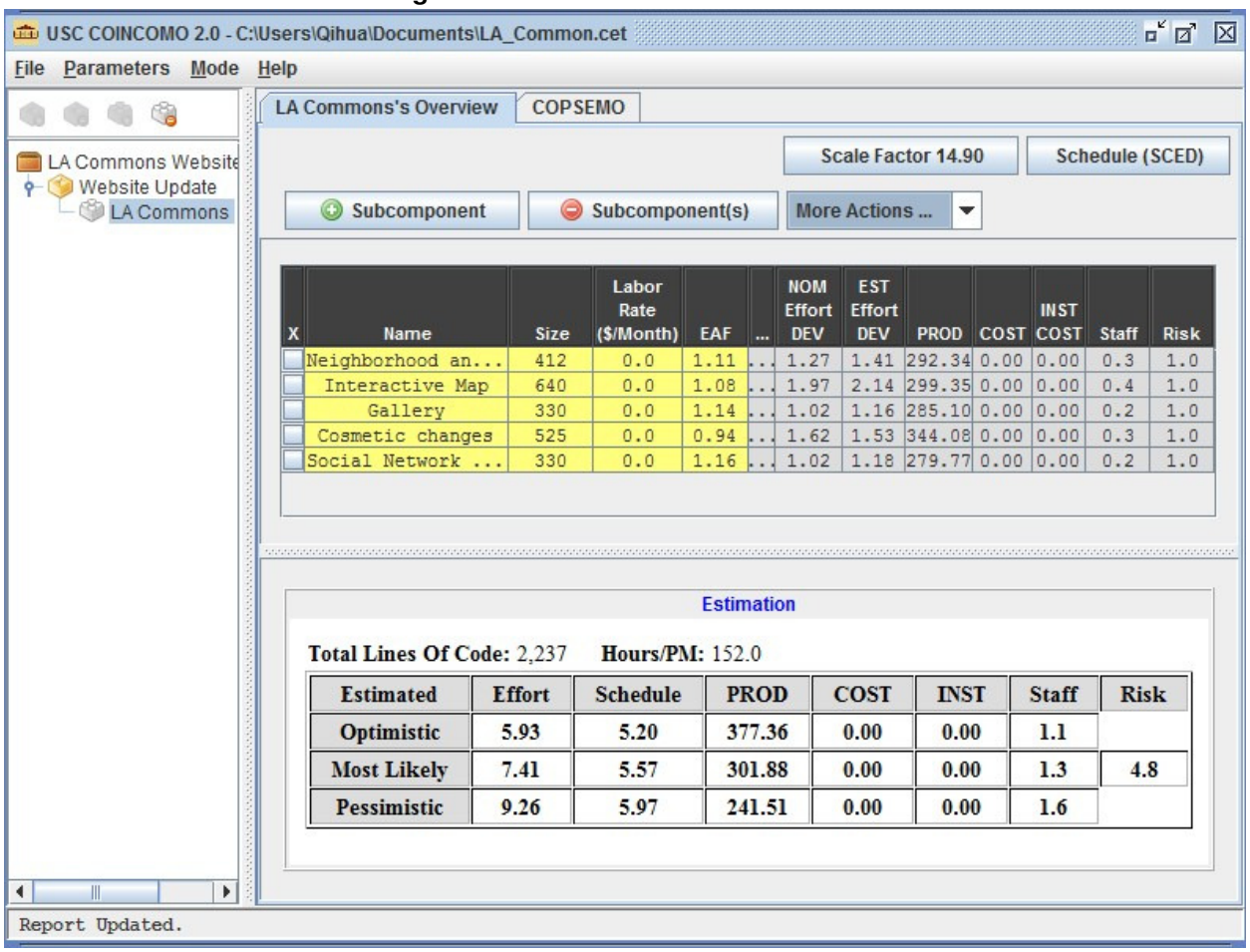
Table 9: COCOMOII Cost Drivers of Module 5- Social network sharing module

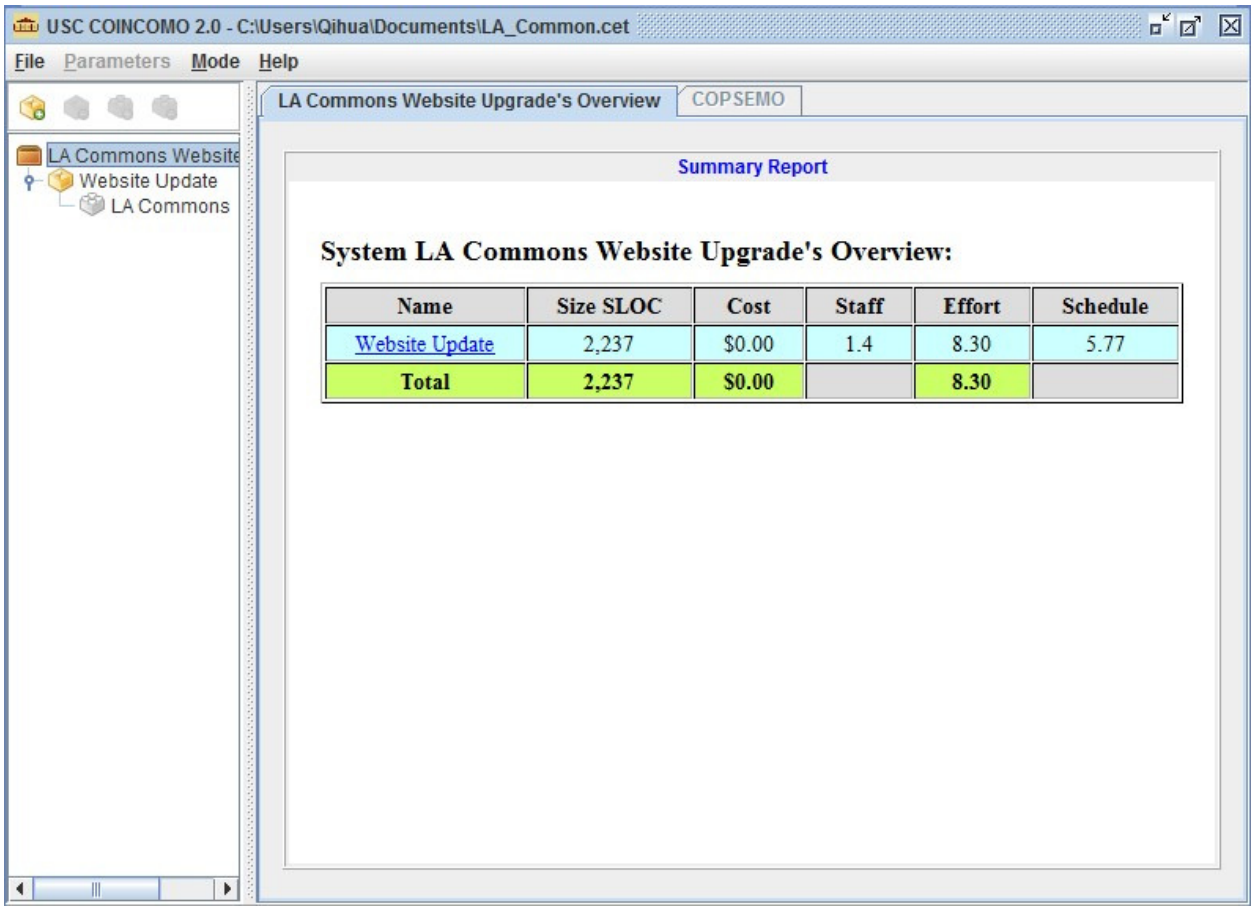
Cost Driver	Value	Rationale
RELY	Nominal	This module is for better branding the website
DATA	Nominal	This module is is not data intensive, nominal data cost drive
DOCU	Nominal	Because the development process follows ICSM, the document for life-cycle needs is normal.
CPLX	Nominal	It would be generated by the Bluehost WordPress, not very hard to do so. Also need to use Facebook API
RUSE	High	It is going to be reused for the future projects.
TIME	Nominal	This module stays there all the time, execution time depends on the amount of website visitors

STOR	Nominal	We have unlimited storage space for the website.
PVOL	High	Very stable, the platform will stay the same
ACAP	High	Team members are capable of doing these implementation
PCAP	High	Programmers are capable, efficient and thorough. They are able to communicate and cooperate very well.
PCON	Low	We have 7 team members in CSCI577a that is suitable for our project sizing. But only half of the teams are leaving for 577B
APEX	Nominal	The average experience of the team members for this online web-based application is about one year.
LTEX	Nominal	Most of the tools are not new to our team.
PLEX	Nominal	The platform is not new to our team.
TOOL	Nominal	Use of strong, mature, moderately integrated tools
SITE	High	Most teammate can meet at last twice a week
SCED	Nominal	The schedule is fixed for 12 weeks in Fall plus 12 weeks in spring

The following is the result from COCOMOII estimation based on Scale Drivers and Cost Drivers discussed above.

Figure 1: COCOMO Estimation Result





The form of schedule our project uses is the Independent Variable (SAIV) strategy, 24–week schedule drives development of a set of top priority core capabilities. Therefore, the estimates show the effort required for the project.
Assume 10 hours/week of dedicated effort per person
Assume a total of 20 weeks for development phase; the final two weeks are for product transition into operations.
Assume 152/hours/person-month for COCOMO estimates

According to COCOMO II Estimates for CSCI577 and above assumptions, one team member effort = 10*20/152/0.72=1.8 COCOMO II person months. The most likely effort from the COCOMO estimation above is 8.3, so the total team members need for this project = 8.3/1.8= 4.61

Since, we have 7 people for 577A and estimated 5 developer for 577B, from this effort estimation; we shall have enough time to finish the project.

6. Iteration Plan

6.1 Plan

The first iteration of the development process concentrates on getting the basic website structure up and running on team member's local machines. This structure will later be modified according to the inputs from the client.
During this iteration, the team would proceed with setting up Wordpress environment using XAMPP for hosting local server. Team members are assigned different modules to implement during this phase. Top three prioritized module is assigned to all members individually or in pairs.
This iteration covers the DC Package and the Development – Construction Iteration milestones.

In the second iteration, we plan to get the assigned module complete and go back to the client for feedback. Certain artifacts like project descriptions, interactive map background design are not available until late February. Integration with social media which was a lower priority item was also put into this iteration. Along with the above, any bugs and improvements on the functionalities from the first iteration were implemented in this iteration.
This iteration spanned the Development – Transition Iteration milestone.

6.1.1 Capabilities to be implemented

We plan to implement the following capabilities in the upcoming iteration.
Note that we are doing the most prioritized modules in Iteration 1. However, the interactive map is a high priority item in Winbook, we didn't have the designs from our graphics designer until the second iteration so it is a must have item in the second iteration.

Table 10: Construction iteration capabilities to be implemented

ID	Capability	Description	Priority	Iteration
1	OC-2 Community Arts project page	Community Arts project page includes all the project information. And these project pages should be connected to the Community Arts page. Corresponding user cases: UC04,UC7,UC08,UC10 Corresponding requirements: WC_2561,WC_2817,WC_2817,WC_2558,WC_2562,WC_2558	HIGH (Must Have)	1
2	OC-3 Neighborhood	Add Community Arts project area in the neighborhood page to link this	HIGH (Must Have)	1

	Page Upgrade	neighborhood page to the related Community Arts project pages. Corresponding user cases: UC06,UC10 Corresponding requirements:WC_2557,WC_2697,WC_2558		
3	OC-5 Gallery of art works	We will be using the Gallery plugins provided by WordPress to implement it.Corresponding user cases: UC01, UC11 Corresponding requirements: WC_2557,WC_2558	HIGH (Must Have)	1
4	OC-1 Interactive Map	Interactive map for better navigation. Corresponding user cases: UC02 Corresponding requirements: WC_2700	Low(Could Have)	2
5	OC-4 Social Network Share Function	The website is able to post feeds and allow users to follow on Facebook, Twitter etc.Corresponding user cases:UC03 , UC9 Corresponding requirements: WC_2563,WC_2556	MED (Should Have)	2

6.1.2 Capabilities to be tested

Out of the capabilities we intend to develop in this iteration, we plan to test the following.

Table 11: Construction iteration capabilities to be tested

ID	Capability	Description	Priority	Iteration
1	OC-2 Community Arts project page	Community Arts project page includes all the project information. And these project pages should be connected to the Community Arts page. Corresponding user cases: UC04,UC7,UC08,UC10 Corresponding requirements: WC_2561,WC_2817,WC_2817,WC_2558,WC_2562,WC_2558	HIGH (Must Have)	1
2	OC-3 Neighborhood Page Upgrade	Add Community Arts project area in the neighborhood page to link this neighborhood page to the related Community Arts project pages. Corresponding user cases: UC06,UC10 Corresponding	HIGH (Must Have)	1

		requirements:WC_2557,WC_2697,WC_2558		
3	OC-5 Gallery of art works	We will be using the Gallery plugins provided by WordPress to implement it.Corresponding user cases: UC01, UC11 Corresponding requirements: WC_2557,WC_2558	HIGH (Must Have)	1
4	OC-1 Interactive Map	Interactive map for better navigation. Corresponding user cases: UC02 Corresponding requirements: WC_2700	Low(Could Have)	2
5	OC-4 Social Network Share Function	The website is able to post feeds and allow users to follow on Facebook, Twitter etc.Corresponding user cases:UC03 , UC9 Corresponding requirements: WC_2563,WC_2556	MED (Should Have)	2

6.1.3 Capabilities not to be tested

In the first and second iteration, all the capabilities will be tested at the end of each iteration.