

Beverage Booker	
Iteration Plan 2	Date: 27/07/20

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1. Key milestones

Milestone	Date
Iteration start	27/07/20
Sign Out implemented	05/08/20
Sign Out and Menubar tested	06/08/20
Browse Menu (Manager) implemented	07/08/20
Delete Menu Item (Manager) implemented	08/08/20
Browse Menu and Delete Menu Item tested	08/08/20
Stripe Payment Gateway implemented	08/08/20
End of iteration UATs completed	09/08/20
Iteration stop	09/08/20

2. High-level objectives

- Research a push notification mechanism and implement in the Staff/Customer app
Outcome: A push notification mechanism is implemented so that when an order is filled by the staff the customer will get a notification through the customer app saying their order is ready
- Research payment gateway and implement the gateway in the customer app
Outcome: Payment gateway is integrated into the customer app and the customer can now pay for their orders
- Test the Sign Out use-case to confirm that implementation is working correctly
Outcome: Sign Out use-case is confirmed working through testing and is merged into master
- Conduct research into implementing the View Order use-case. Implement and then test the View Order use-case.
Outcome: View Order functionality is implemented and working within the Customer application. Use-case has passed Instrumented Unit and Integration testing.
- Implement and test the Browse Menu (Manager) use-case
Outcome: Browse Menu is working on the Staff App and has passed testing
- Implement and test the View & Edit Menu Item (Manager) use-cases
Outcome: The Manager can view and edit a menu item in the Staff App and the use-cases have passed testing
- Implement and test the Add & Delete Menu Item (Manager) use-cases
Outcome: The Manager can add and delete a menu item in the Staff App and the use-cases have passed testing
- Write UATs for end of iteration testing
Outcome: UATs are ready for the end of iteration round of testing

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9. Conduct end of iteration UAT testing on implemented use-cases
Outcome: UAT testing has been carried out on the implemented use-cases for this iteration.
10. Create a list of items sold in cafes
Outcome: List that allows for the database & methods to be created taking all variables into account

3. Work Item assignments

The following Work Items will be addressed in this iteration:

Work Item ID	Name or key words of description	Outcome	State	Assigned to (name)	Estimated Hours	Hours worked	Estimate of hours remaining
1.0	Research a push notification mechanism and implement in the Staff/Customer app	Firebase used for notification mechanism	Incomplete	Emily	4	8	2
1.1	Research and implement tokens for users to receive correct notifications	Tokens are being made for each user, and a refreshed token when logging back in	Complete	Emily	2	4	0
1.2	Create notification methods for the customer app using token	Computer problems before this could be completed	Incomplete	Emily	2	4	2
2.0	Research payment gateway and implement the gateway in the customer app	Stripe payment gateway now working within our customer app. Node.JS server for payments deployed to Heroku cloud hosting.	Complete	Benn/Jacob	29	27.25	0
2.1	Implement Braintree payment gateway test version from 2nd tutorial	Managed to get the 'generate token' part working for the server. However for this tutorial i could not get the Android side working.	Complete	Benn	4	3.5	0
2.2	Implement Braintree payment gateway test version following 3rd tutorial (Android app side)	Did not have much success following this tutorial. Decided to abandon Braintree for now and look at alternatives - Stripe looks promising from the documentation.	Complete	Benn	2	2.5	0
2.3.1 2.3.2 2.3.2	Research Stripe payment gateway and clone example app/server code	Read through the Stripe documentation. Also cloned the example Android App and the example server to my machine. Looked over the example	Complete	Benn	2	2	0

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		implementation and gained an understanding of how Stripe will work.					
2.4	Research Stripe payment gateway and clone example app/server code	Conducted research into how Stripe is implemented along with analysed example implementations.	Complete	Jacob	2	3	0
2.5	Implement payment within the Customer App using Stripe	No longer required. Benn has a payment test version working.	Complete	Jacob	4	1	0
2.6	Produce test implementation of Stripe payment gateway in Android and create a server	Implementation was successful within the Android test app. Also completed a local server to process payments using NodeJS.	Complete	Benn	2	2	0
2.7	Create test server on Heroku cloud hosting	Test server now working on Heroku cloud hosting. Had some difficulty with pushing the server to Heroku. Took a few hours of troubleshooting to get settings right for it to work correctly.	Complete	Benn	4	4	0
2.8	Implement payment within the Customer App using Stripe	Basic Stripe payment implementation working within the Android App. Payments are running through a local NodeJS server and registering on my Stripe dashboard.	Complete	Benn	4	4.5	0
2.9.1	Adjust payment within the customer app to work with place order and place delivery.	A lot of adjustments to remove old dummy payment system and then reconfigure activities to work with the payment gateway. Place Order and delivery are now triggered by successful payment via Stripe.	Complete	Benn	3	3	0
2.9.2	Adjust the place order method on the server and remove dummy payment method	Dummy payment method removed from the server and place order method adjusted.	Complete	Benn	1	1	0
2.9.3 2.9.4	Push local Stripe payment server to Heroku and create Github repository	Stripe payment server is now hosted on Heroku and confirmed to be working. NodeJS server code was also published in a Github	Complete	Benn	1	0.75	0

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		repo for tracking of any future adjustments.					
3.0	Test the Sign Out use-case to confirm that implementation is working correctly	Sign Out unit and integration testing completed.	Complete	Jake	4	4.5	1
3.1	Figure out testing using Android Studio	Was confused with a bit of the testing scripts.	Complete	Jake	2	2	0
3.2	Conduct an Instrumented test on the Sign Out implementation	Instrumented tests completed and successful for the implemented work.	Complete	Jake	1	1	0
3.3	Conduct an integration test on the Sign Out implementation	Integration test completed for Signing out of the Profile Activity Screen (Welcome Screen) and testing the functionality of all buttons on the menu bar before finally signing out.	Complete	Jake	1	1.5	1
4.0	Conduct research into implementing the View Order use-case. Implement and then test the View Order use-case.	View Order is being pushed back to the next iteration but will be a secondary priority as the queueing system poses a higher risk.	Incomplete	Jake	10	1	10
4.1	Figure out a method of implementing the use case.	Initial idea of implementation completed.	Complete	Jake	1	1	0
4.2	Research anything I might not understand that is required to implement the use case.	View Order is being pushed back to the next iteration but will be a secondary priority as the queueing system poses a higher risk.	Incomplete	Jake	1	0	1
4.3	Implementing view order use case.	View Order is being pushed back to the next iteration but will be a secondary priority as the queueing system poses a higher risk.	Incomplete	Jake	4	0	4
4.4	Test implementation to check that it works correctly.	View Order is being pushed back to the next iteration but will be a secondary priority as the queueing system poses a higher risk.	Incomplete	Jake	4	0	4
5.0	Implement and test the Browse Menu (Manager) use-case	Implemented and tested browse menu use case.	Complete	Jacob	5	6	0
5.11 5.12	Implement the Browse Menu use-case in the Cafe Staff App	Browse Menu use case implemented with a new button on the main menu.	Complete	Jacob	4	4	0

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5.2	Conduct testing to confirm the use-case is working	Instrumented and Integration testing carried out successfully on this use case.	Complete	Jacob	1	2	0
6.0	Implement and test the View & Edit Menu Item (Manager) use-cases	Moved to the last iteration. Higher risk use cases will be prioritised.	Incomplete	Jacob	7	0	7
6.1	Implement the View Menu Item use-case	Moved to the last iteration. Higher risk use cases will be prioritised.	Incomplete	Jacob	4	0	4
6.2	Implement the Edit Menu Item use-case	Moved to the last iteration. Higher risk use cases will be prioritised.	Incomplete	Jacob	2	0	2
6.3	Conduct Script Test to confirm both use-cases are working	Moved to the last iteration. Higher risk use cases will be prioritised.	Incomplete	Jacob	1	0	1
7.0	Implement and test the Add & Delete Menu Item (Manager) use-cases	Add menu item has been pushed back to last iteration due to higher priority use cases and delete menu item has been implemented and tested.	Incomplete	Jacob	8	3.5	4
7.1	Implement the Delete Menu Item use-case	Delete menu item implemented and is able to remove menu items from the database.	Complete	Jacob	3	2.5	0
7.3	Conduct instrumented testing to confirm Delete Menu Item use case is working	Instrumented and integration testing carried out for delete menu item use case.	Complete	Jacob	1	1	0
7.2	Implement the Add Menu Item use-case	Moved to the last iteration. Higher risk use cases will be prioritised.	Incomplete	Jacob	3	0	3
7.4	Conduct Script Test to confirm Add Menu Item use case is working	Moved to the last iteration. Higher risk use cases will be prioritised.	Incomplete	Jacob	1	0	1
8.0	Write UATs for end of iteration testing	UAT with test scenarios and scripts written up ready for testing	Complete	Benn	4	4	0
8.1	Write UATs for end of iteration testing	UAT with test scenarios and scripts written up ready for testing.	Complete	Benn	3	3	0
8.2	Add payment screenshots for each Stripe test and double check results before commit	Added the Stripe payment screenshots for each tester and then read over the document before committing to the repository.	Complete	Benn	1	1	0

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9.0	Conduct end of iteration UAT testing on implemented use-cases	End of iteration UATs for Place Order (Stripe payment), Sign Out, the menu bar, Browse Menu (Manager) and Delete Menu Item completed.	Complete	Multiple	4	4	0
9.1	Conduct end of iteration UAT testing on implemented use-cases	End of iteration UATs for Place Order (Stripe payment), Sign Out, the menu bar, Browse Menu (Manager) and Delete Menu Item completed.	Complete	Benn	1	1	0
9.2	Conduct end of iteration UAT testing on implemented use-cases	End of iteration UATs for Place Order (Stripe payment), Sign Out, the menu bar, Browse Menu (Manager) and Delete Menu Item completed.	Complete	Emily	1	1	0
9.3	Conduct end of iteration UAT testing on implemented use-cases	End of iteration UATs for Place Order (Stripe payment), Sign Out, the menu bar, Browse Menu (Manager) and Delete Menu Item completed.	Complete	Jake	1	1	0
9.4	Conduct end of iteration UAT testing on implemented use-cases	End of iteration UATs for Place Order (Stripe payment), Sign Out, the menu bar, Browse Menu (Manager) and Delete Menu Item completed.	Complete	Jacob	1	1	0
10.0	Create a list of items that would be found in a cafe in order to create functional methods & databases	List of cafe items completed. Includes different types of 'extras/options' for each drink.	Complete	Emily	1	1	0

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4. Issues

Issue	Status	Notes
Emily had an issue with her computer and the database, and windows 10 update caused this	Resolved	The database file was reverted, now up-to-date.

5. Assessment

Assessment target	To complete all assigned jobs by the end of the iteration.
Assessment date	09/08/20
Participants	Benn Curby, Emily Carter, Jake Durnford and Jacob Kennedy
Project status	Orange/Green - Most jobs completed

Assessment against objectives

Key:

Complete - Completed successfully this iteration.

Incomplete - Remains incomplete but not due to lack of time devoted by assigned team members and/or is postponed/rescheduled.

Incomplete - Remains incomplete and will require explanation and/or escalation.

Objective	Status
Research a push notification mechanism and implement in the Staff/Customer app	Incomplete - Partially completed but will carry over to the next iteration. Was complicated by some issues with Emily's local development environment during the last day of the iteration.
Research payment gateway and implement the gateway in the customer app	Complete - The payment gateway was escalated as a priority, with Jacob assisting Benn on this task. Stripe payment was eventually implemented and successfully passed testing during the end of iteration UAT.
Test the Sign Out use-case to confirm that implementation is working correctly	Complete - Jake completed instrumented unit and integration testing of the Sign Out implementation, Both sets of automated tests passed.
Conduct research into implementing the View Order use-case. Implement and then test the View Order use-case.	Incomplete - View Order was not completed this iteration and has been pushed back to the next iteration - but will be a secondary priority. The cafe staff queueing system will be prioritised and completed before View Order.

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Implement and test the Browse Menu (Manager) use-case	Complete - Jacob successfully implemented and then tested Browse Menu (Manager). The use-case also passed the end of iteration UAT.
Implement and test the View & Edit Menu Item (Manager) use-cases	Incomplete - Following Jim's advice from the oversight meeting we decided to push these use-cases to the last iteration as they are not a high priority item. The queueing system and push notifications, along with a finalised menu subsystem will be prioritised first.
Implement and test the Add & Delete Menu Item (Manager) use-cases	Incomplete - Jacob completed and tested Delete Menu Item (Manager) this iteration. This use-case also passed the end of iteration UAT. Following the Unified Process we have pushed the Add Menu Item use-case to the last iteration as riskier tasks (queueing system/push notifications) will be prioritised first.
Write UATs for end of iteration testing	Complete - Benn wrote the end of iteration UATs for the Stripe payment integration (Place Order), the menu bar navigation, Sign Out, Browse Menu and Delete menu Item (Manager).
Conduct end of iteration UAT testing on implemented use-cases	Complete - Benn, Emily, Jacob and Jake all conducted a full round of UATs. Items tested: Stripe payment integration (Place Order), the menu bar navigation, Sign Out, Browse Menu and Delete menu Item (Manager).
Create a list of items sold in cafes	Complete - Emily created a list of items sold in cafes. The focus is mainly on drink items, with an emphasis on what ones usually have customisation/additions e.g. coffee might have added skim milk & sugar. This list will form the basis and guide the implementation of the expanded menu and menu functions/menu subsystem within the next iteration.

Deviations / Ongoing Tasks

Objective	Status
Research a push notification mechanism and implement in the Staff/Customer app	Ongoing - Partially completed but will carry over to the next iteration. Was complicated by some issues with Emily's local development environment during the last day of the iteration.
Conduct research into implementing the View Order use-case. Implement and then test the View Order use-case.	Postponed - View Order has been pushed back to the next iteration - but will be a secondary priority. The cafe staff queueing system will be prioritised and completed before View Order.

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Implement and test the View & Edit Menu Item (Manager) use-cases	Postponed - Following the Unified Process we decided to push the View & Edit Menu Item use-cases to the last iteration as they are not a high priority item. The queueing system and push notifications, along with a finalised menu subsystem will be prioritised first.
Implement and test the Add & Delete Menu Item (Manager) use-cases	Complete - Jacob completed and tested Delete Menu Item (Manager) this iteration. This use-case also passed the end of iteration UAT. Postponed - Following the Unified Process we have pushed the Add Menu Item use-case to the last iteration as riskier tasks (queueing system/push notifications) will be prioritised first.

6. Risk Mitigation / Escalation

Risk	Status
Research payment gateway and implement the gateway in the customer app	Escalated and Completed - Following the Unified Process, the payment gateway task was escalated as it is critical to the functionality of our commercial app and represents a significant risk. Jacob was assigned to help Benn with completion.