Emergency Team Dispatcher
Iteration 4 Summary

1 - Team Members

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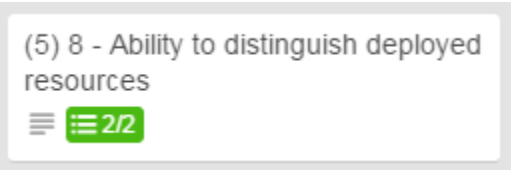
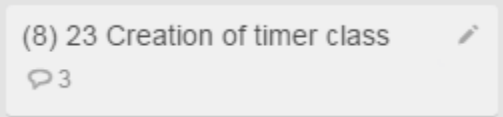
2 - Summary

Although this iterations velocity would not reflect the amount of effort that was put into the project, a great amount of progress and work has been done over the past 2 weeks. Our team created a new software and migrated over all of the features that were previously completed in the previous iterations. The reason behind that migration is that the architecture is much more defined now, it follows the strict rules of a Model-View-Controller architecture and has a higher level of separation of concerns. The time spent was also used to perfect the features during their migration from the previous software solution, while solving several bugs or avoiding several difficulties that we have been having previously. The UI has also been perfected to make the whole software more intuitive to use, and with a steeper learning curve. The client will be showed the new UI to have it approved by him within the week.

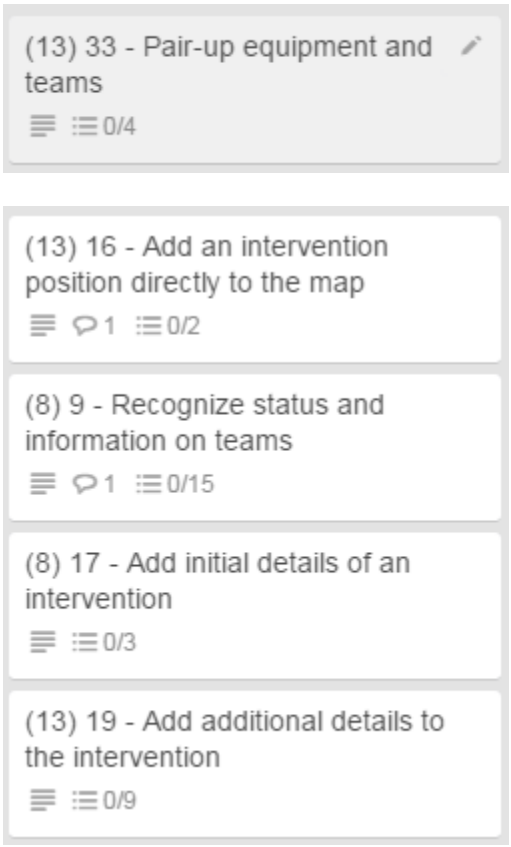
As for the stories that were previously planned for this iteration (#4), they will be moved to subsequent iterations. It is worth noting that we have not been delayed by that transition, on the contrary, it will help us increase our velocity.

3 - Story Map for Iteration 4





4 - Story Map for Iteration 5



5 - Story Summaries

Story # 8: As a user, I want to be able to visually distinguish deployed resources on the map such that I'll be able to quickly identify any given resources.
Feature :
Points: 5, Priority: Medium , Risk: Medium
Summary: The resources on the map need to be represented in such a way that which symbol represents what is very obvious at first glance to the user so that they never have to waste time looking for anything. This will increase performance. The implementations involved adding resources that are tagged differently to recognize which resource and team it belongs to. Also, these representations should not be able to overlap. QA done for this story.

Story #23 : As a user, i want to have relevant stopwatches displayed to me with relation to an intervention , so that I'll be able to identify a task that is taking more time than it should.

Feature :The software should know what is a relevant timer for the intervention
Points:8, Priority: Medium, Risk: Medium
Summary : Those stopwatches will allow the user to monitor interventions. If any activity lasts too long, the dispatcher will take action to get informed on the reason why it is taking long or correct the situation immediately. The implementation involved adding stopwatches that appear in the active interventions section. QA done for this story.

6 - Updated Class Diagram