Unlock:

End of iteration 2 Meeting

Version 1.0

Date 6/6/18

All Members Present

Jonathan Train
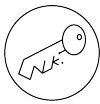
Liam McMahon

Jack Mckeown

Ollie Martin
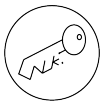
Lauren Tomasello

Thomas Talbot

James Winters

Contents

Aim

The aim of these meetings is to have a critical review of the iteration and assess any improvements needed for the next iteration.

Improvements made from last iteration

- Unit testing for s01 was completed

User stories completed

- S07
- S08
- S03
- S05
- S04
- S11
- S12
- S13

User stories being pushed back to iteration 3

- S06
- S10

Report from QA manager

Finances
- Slight underspend but inside threshold
- QA metrics met

Project Manager
- QA metrics met
- Some user stories have been pushed back, time must be allocated to fit these in iteration 3

Marketing Manager
- QA metrics met
- Further surveys for iteration 3 should be considered

Lead developer
- Code consistency QA metric is lacking, recommendations from the lead developer have been documented
- All other QA metrics have been met

Testing and Integration manager

- There has been a high dependence on visual testing, pretty much all have been valid
- All other QA metrics met

GUI Developer

- Coding style standard is inconsistent across the two apps
- All other QA metrics have been met

Problems occurred during iteration

- A new repository was set up for the android app, this was due to a requirement for a newer version of gradle which intellij did not support. This was needed so that google play and fireplace could be supported.
- Code style standard not being followed

Improvements for next iteration

- A code style standard to be enforced to improve code consistency and new copies to be given to all members
- More accurate calculation for user story development time