
Basement Dwellers

KAPP Application Iteration Plan <Iteration 1>

Version <1.1>

KAPP Application	Version: <1.1>
Iteration Plan	Date: <11/6/2022>
upedu itpln	

Revision History

Date	Version	Description	Author
<11/4/2022>	<1.0>	<First draft>	<Tanner>
<11/6/2022>	<1.1>	<Finalized first iteration>	<Tanner, Troy, Adam, Chris>

KAPP Application	Version: <1.1>
Iteration Plan	Date: <11/6/2022>
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Table of Contents

1. Introduction	5
1.1 Purpose	5
1.2 Scope	5
1.3 Definitions, Acronyms, and Abbreviations	5
1.4 References	5
1.5 Overview	5
2. Plan	5
3. Resources	6
4. Use Cases	6
5. Evaluation Criteria	6

KAPP Application	Version: <1.1>
Iteration Plan	Date: <11/6/2022>
upedu itpln	

Figure 1: Gantt Chart.....5

KAPP Application	Version: <1.1>
Iteration Plan	Date: <11/6/2022>
upedu itpln	

Iteration Plan <Iteration ID>

1. Introduction

1.1 Purpose

The purpose of this document is to provide an iteration plan for the first iteration of our product. The goal of the first iteration is to produce a working application which implements most of the essential functionalities.

1.2 Scope

This plan involves the initial implementation of the application, and includes a vision on how these tasks will be completed based on different roles assigned to project members:

Developer

The developer participates in the following activities: program essential functionalities of the application.

Related artifacts: Project Code

Tester

The tester participates in the following activities: test essential functionalities of the application.

Project Manager

The project manager participates in the following activities: Plan future iterations, Set schedule, Assign tasks

Related Artifacts: Gantt Chart, Iteration Plan

1.3 Definitions, Acronyms, and Abbreviations

[See Glossary](#)

1.4 References

Course Website: <https://people.eecs.ku.edu/~saiedian/Teaching/448/>

[Use Case Specification](#)

1.5 Overview

This document outlines the plan for this iteration and all resources required.

2. Plan

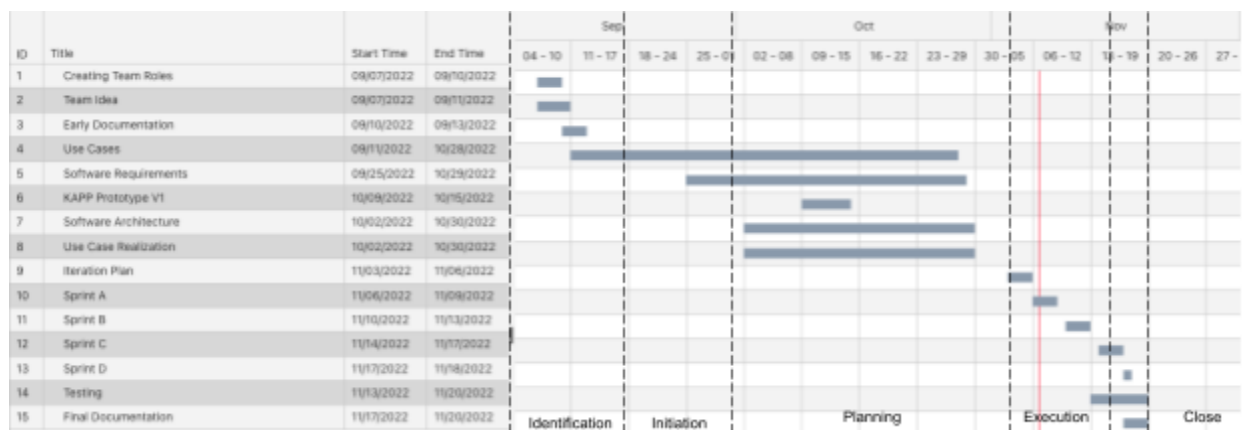


Figure 1: Gantt Chart

KAPP Application	Version: <1.1>
Iteration Plan	Date: <11/6/2022>
upedu itpln	

3. Resources

3.1 Human resources

- Project team: Tanner Helton, Adam Jolles, Chris Stillman, Troy D’Amico, Thomas Gansner.
- Professors and teaching assistants

3.2 Software resources

- Web browser
- Test database
- Node.js Engine
- React Native Framework
- Xcode Developer Tools

3.3 Hardware resources

- Personal computers
- Personal smartphones

4. Use Cases

- Single Sign On
- Login
- KU Database
- Tab
- Homepage
- Contact

5. Evaluation Criteria

- Iteration goal: Upon completion of this iteration, we will have a functioning prototype.
- Functionality: All of the buttons, pages, and linking will be functional.
- Performance: All the of transitions and views load quickly.
- Quality measures: Minimal number of errors in text and content and smooth interaction in the UI.
- Quality goals: Tlthe app is intuitive and operates in a user-friendly manner.