
Basement Dwellers

KAPP Application Iteration Plan <Iteration_2>

Version <2.0>

KAPP Application	Version: <2.0>
Iteration Plan	Date: <11/27/2022>
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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>
<11/27/2022>	<2.0>	<Finalized second iteration>	<Tanner, Adam, Chris>

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Iteration Plan <Iteration_1>

1. Introduction

1.1 Purpose

The purpose of this document is to provide an iteration plan for the second iteration of our product. The goal of the second iteration is to produce an updated, working application that implements all of the essential functionalities, as well as the required executable tests.

1.2 Scope

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

Developer

The developer participates in the following activities: improve 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 schedules, 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/~saedian/Teaching/448/>

Use Case Specifications: [Use Case Specification](#)

1.5 Overview

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

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2. Plan

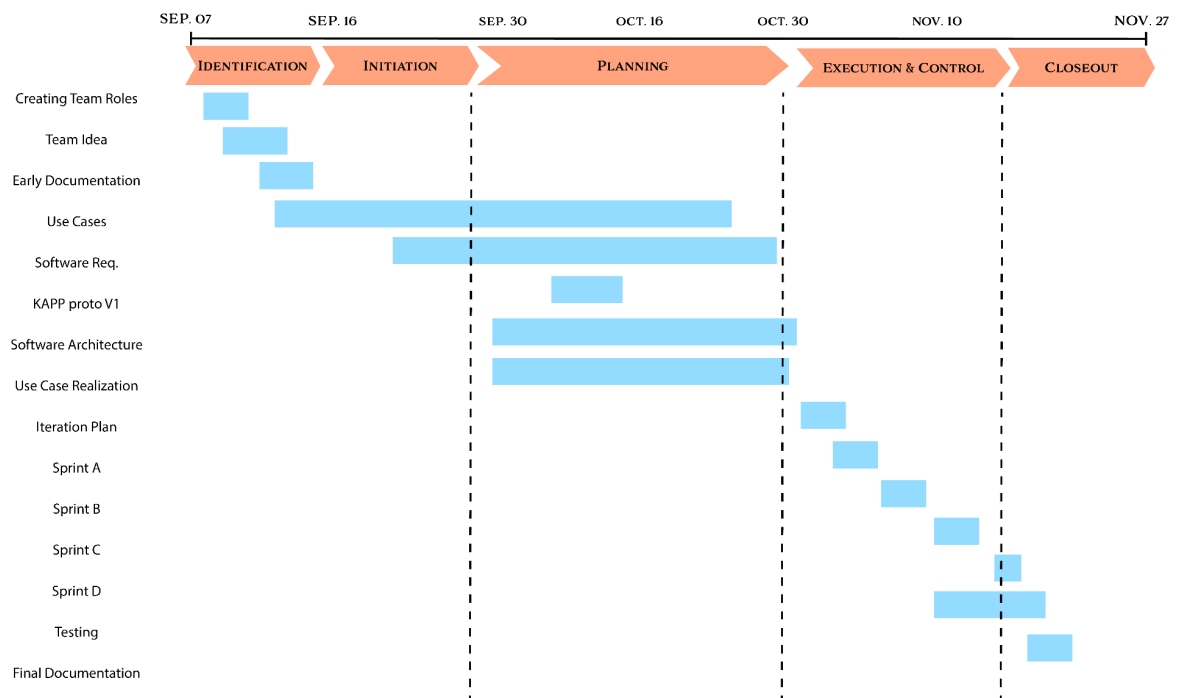


Figure 1: Gantt Chart

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, improved application.
- Functionality: All of the buttons, pages, and linking will be functional.
- Performance: All the of transitions and views load quickly.

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- Quality measures: Minimal number of errors in text and content and smooth interaction in the UI.
- Quality goals: The app is intuitive and operates in a user-friendly manner.