
JAYHAWK GO

**Odds and Events
Iteration Plan 1**

Version 1.0

Odds and Events	Version: 1.0
Iteration Plan <Iteration 1>	Date: 03/11/2022
OAE_itpln_One	

Revision History

Date	Version	Description	Author
03/11/22	1.0	Initial draft of Iteration Plan 1	Nathan, Michael, Thomas, Wyatt, Mark

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Iteration Plan 1

1. Introduction

1.1 Purpose

In the first iteration, the purpose is to develop the foundational functionality for the Odds and Events web application. This includes the capability to populate the application with betting data from the Odds API, and to navigate between the various pages of OAE.

1.2 Scope

This Iteration Plan is associated with the eventual primary build of OAE, as well as acting as a base for future Iteration Plan documents.

1.3 Definitions, Acronyms, and Abbreviations

OAE Odds and Events
API Application Programming Interface

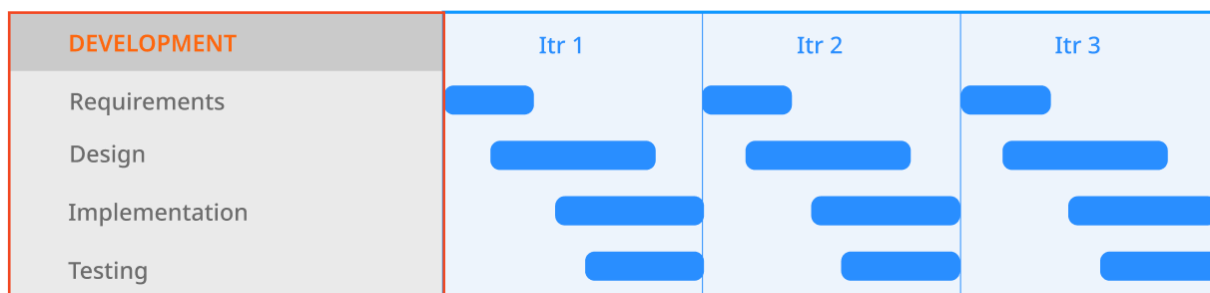
1.4 References

- UPEDU SAD Template
- Vision and Scope Document
- Software Requirements Specification
- Use Case Specification
- Use Case Realization

1.5 Overview

The Iteration Plan will lay out what functionalities are planned to be included in the first stage of OAE development, the necessary resources required to reach that development goal by the designated date, as well as how we plan to evaluate the quality of the initial OAE implementation.

2. Plan



3. Resources

- Team members
- Personal devices with a coding environment
- Internet connection

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4. Use Cases

- Site Navigation
- Data Collection

5. Evaluation Criteria

The functional criteria for the use cases will be evaluated on the ability to view accurate betting information and seamlessly move between pages with basic design components implemented. Performance will be based on the lack of lag when loading application data. Quality will be assessed on the aesthetics of layout, providing easy to read and understand betting data to users. Additionally, quality will be based on accurate data presentation.