### Iteration 6

At the end of each iteration, every team needs to have a tagged version of their code up to that point (Iteration1, Iteration2, etc.). The course staff will only grade the tagged version. How to tag depends on your version control, so that is something to discuss with your TA.

Meetings for this iteration should be scheduled from April 19 to April 24 (Wed-Monday).

### Deliverables

- You need to convince us that you are following the process that your team agreed on. Remember that in cs428 we grade the process not only the product.
- You should have addressed any issues that were discussed during the previous iteration meeting, as usual.
- The wiki should be updated with your progress for the current iteration:
  1. You should fill in the actual time you've spent on the user stories in this iteration. Remember to document any bumping of (partial) user stories from one iteration to another.
  2. You should mark which user stories you will not implement. This is the last full iteration. The final “mini iteration” will be just wrapping up code and documentation, so you should not expect to implement much in that last final iteration.
- You should have new code that your team has written checked in your repository, as usual.
- You should have made significant progress with your application, shown by working and well tested user stories. You should have at least 3 more implemented user stories compared to the previous iteration and at least 5 unit tests for each user story. We will ask you to show how you implemented and tested each user story.
- You need to have some advanced testing for your projects, continuing on what you did in Iteration 5.
- You should have a polished UI for the user stories that you have implemented so far.
- You should be doing some code-cleanup and refactoring on your code for this iteration. For refactoring, you have to be able to show code before and code after the refactoring in your version control.
- You should start packaging your project so that someone else can install and run it.
- You should tag your code in the repository.

### Iteration Meetings

- It is expected that teams keep notes about their meetings (especially, but not limited to, the iteration meetings). What did the team accomplish? What are the issues causing trouble to the team? What needs to be done? So for each meeting, someone in the team will be the scribe. The notes can be in the form of minutes or anything else you agree on with your TA. Look to your peers to see which method works for them and for you. The bottom line is to create a transparent project that the TA can follow and more importantly that your teammates can follow to ensure excellent team communication. Leverage the wiki and the tools you have chosen to their fullest extent. These notes need not be excessively long (longer is not always better), but they should contain enough detail so that your team members and the TA know what is going on.
- There should be a different leader and scribe for each iteration meeting. Everyone should be able to and is expected to contribute to the discussion.
- All team members should attend all meetings. Any absences should be arranged ahead of time with the team and with your TA.

### Documentation

As part of your final project submission you will be expected to compile a documentation document for your project and the software you developed. Please refer to Iteration 5 for more details. The final documentation will be due with the final iteration (after this iteration).