

A Retrospective Review of the mySwin HD project and Process involved.

Team Members

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Retrospective of the process

What tools we used

Did we select the most suitable tools for the project

Could we have utilized more tools in order to make the process more efficient

Could we have used better tools to communicate

Was our work schedule productive

what could be improved in the next iteration

General thoughts on what was successful

General thoughts of what went wrong

Product Review

An Overview

Retrospective of the process

What tools we used

Github was one of the tools we used in order to facilitate the sharing of the codebase, it allowed us to collaborate effectively and run the same codebase, although we didn't actually commit anything due to a roadblock in requirements we discovered when actually doing the project, it was effectively used within the development of mySwin

Did we select the most suitable tools for the project

In regards to tools used to track development no we did not, we could have improved our development tracking tools, due to a lack of using a standard time tracking tool we decided to host working meetings where we would have assigned tasks and then we would

occasionally share our work and ask for feedback, although the way the meeting was conducted did not allow for work to be done individually with constant feedback, it means this category can be improved especially for time management. Other tools like Github for visual studio were suitable for the project, and did not cause any significant issues within the timeframe of use.

Could we have utilized more tools in order to make the process for efficient

in short, No. Asana and Trello would not have helped the process, as we had already developed a first party tool for managing tasks through an excel sheet of current tasks similar to an analog of sticky notes.

Could we have used better tools to communicate
in turns of communication in regards to discussion no.

Was our work schedule productive

Our work schedule was productive but could have been more productive were it not for environmental changes due to the Novel coronavirus.

It was not the preferred work schedule as we work from 9pm onwards, this is due to multiple factors, one some of the team members have jobs, two some of the team members are not available during the day, and three due to the novel coronavirus outbreak we could not hold daytime meeting at the university campus, we originally set two meetings a week in the latelab, but due to the coronavirus we had to reschedule the meetings to a online only infrastructure.

what could be improved in the next iteration

Honestly if we could have face to face meetings it would significantly increase our productivity, due to a lack of body language which can be expressed through a virtual chat room, it is harder to convey thought, in a real life face to face, this would not be an issue.

General thoughts on what was successful

Before we started working on the project we had to write a vision statement and plan out the project. We documented our vision statement well and it was a success.

Then we had to decide what tools we were going to use to work on the project. Since this was a mobile app we decided to use Xamarin Forms which was a great platform to work on mobile development.

We used Discord for communication and we did not have any issue with communicating with our team members.

Planning out and dividing work among team members went really as well. We documented that using a Gantt chart which is available on our Github.

General thoughts of what went wrong

So throughout our projects, there were many errors and time constraints that we ran through. The first being, time constraints. An absurd amount of time was needed to figure out what we were going to do for our project. We went through many ideas until we finally landed onto a phone app. The phone app we were going to create was going to be based on xamarin as it was going to be a cross platform app. The app itself was meant to replace the official Swinburne app as it was mostly a compilation of bookmarks to other web pages. So once we began our app development, the project was going relatively well. The team was working really well, a login page was created, the phone app was already designed and etc. however the real issue arose when we bumped into SAML. At this point, we were only working with XAML and we didn't have the technical knowledge to progress past this point. We intended to use a web scraper to get the student's timetable details. Another issue we had was using different types of hardware. One person in the group had multiple issues running an android emulator, to the extent where his laptop crashed due to hardware limitations. So we had to change up the project because it wasn't practical to continue with this project.

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Although we were not able to solve the problem stated in the vision statement, some of the progress is measurable towards solving the specified problem.

The deliverable is not at the standard that it can be used, but if it is worked on further by a team that knows how to actually use SAML, then it would be a more successful product.

The login page was really functional and provided everything we need for an intuitive design. Due to the lack of knowledge of SAML, the project was discontinued.