QAProject2

By James Long

Project objective

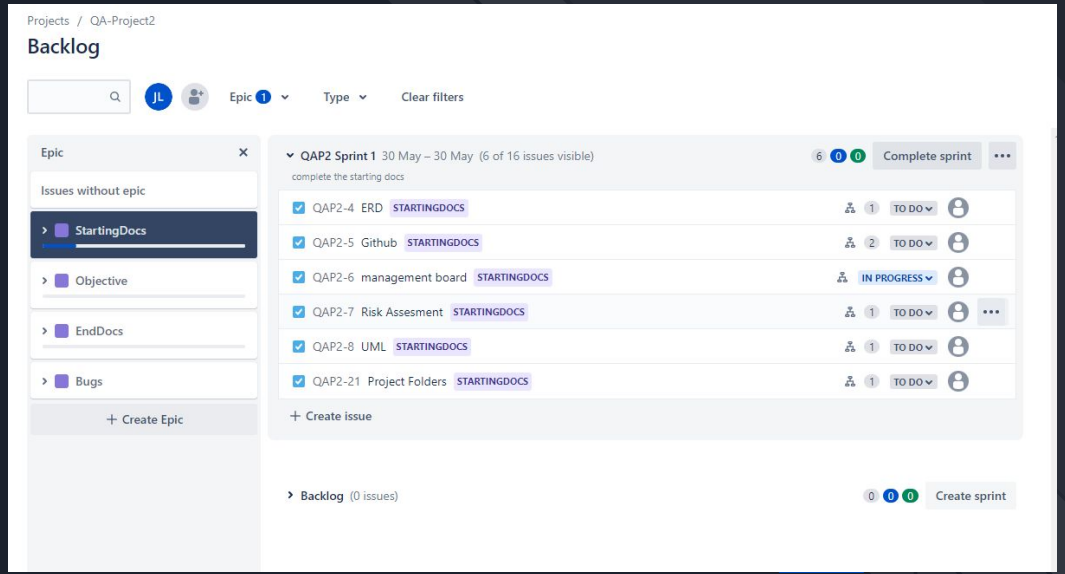
The objective of this project was to show that i can make front end and back end code within industry standards and on a tight time frame. As well as show my management skills and how well i can present my work.

The beginning

In the beginning of the project i started with a agile board.

The agile board made planning and managing the time i had to get this project finished in very easy.

Agile board in the beginning



Risk

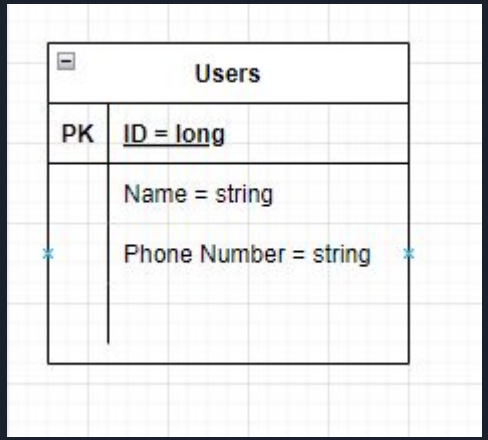
One of the first parts of making this was the risk assessment to ensure that no setbacks and problems occured

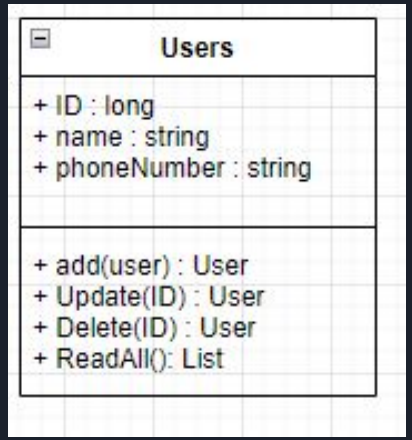
Risk Assessment

RISK	Chance /100	How to prevent it	Reduction of impact	Impact of the risk happening
Files Corrupt	3/100	Cant	Create backup folders and upload to git hub regularly	bit of time loss restoring files
Events in real life	70/100	don't participate	Work different hours or more to ensure work is complete	Nothing if the reduction is done else project will be done late
Computer Blue screen	1/100	Don't do any updates or new downloads	have a back up computer or parts to swap, as well as a restore point saved	Time loss around a couple hours
Personal accident	10/100	Don't go outside	none	time of project will increase (possible not meet deadline)
peripherals break	5/100	maintain them	have spare or backups // buy new ones if old ones break	some time loss around a 5-60 mins
End of world	0.42/100	Cant	None	project wont be complete
Internet Dropout	3/100	Cant	Keep working offline, making regular on device saves	Possible time loss depending on what part of the project is being done

What i began with

The images below are what i starting with as a prototype while building my project





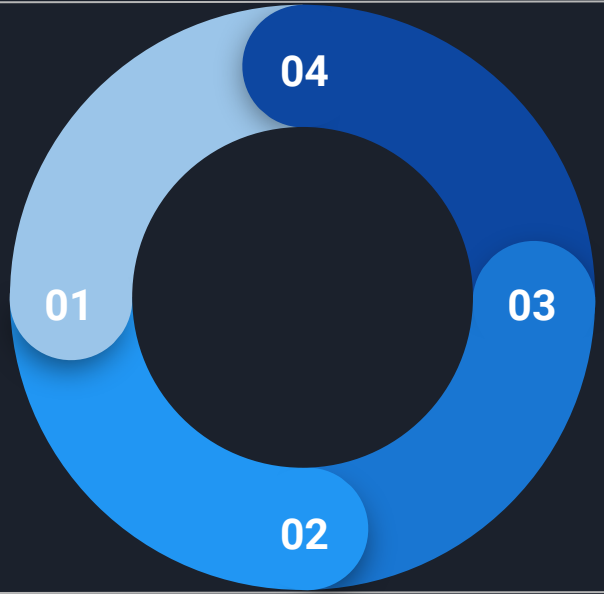
Process i took in developing

Prototype

To begin i used base code that i already knew worked and built of this for a quick start.

Fundamentals

I ensured that all the functions and key parts that needed to work for the project spec were added



Refine

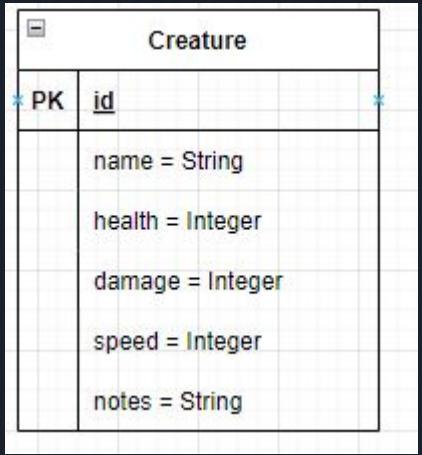
Create tests for everything and do personal testing and see what can be improved on how to improve it before starting a prototype on that issue

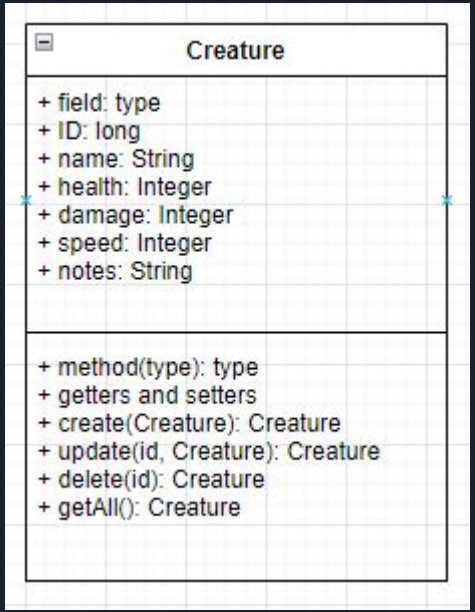
Changing to spec

I changed and altered entities and made everything front end look pretty and ensured it still worked

What i ended with

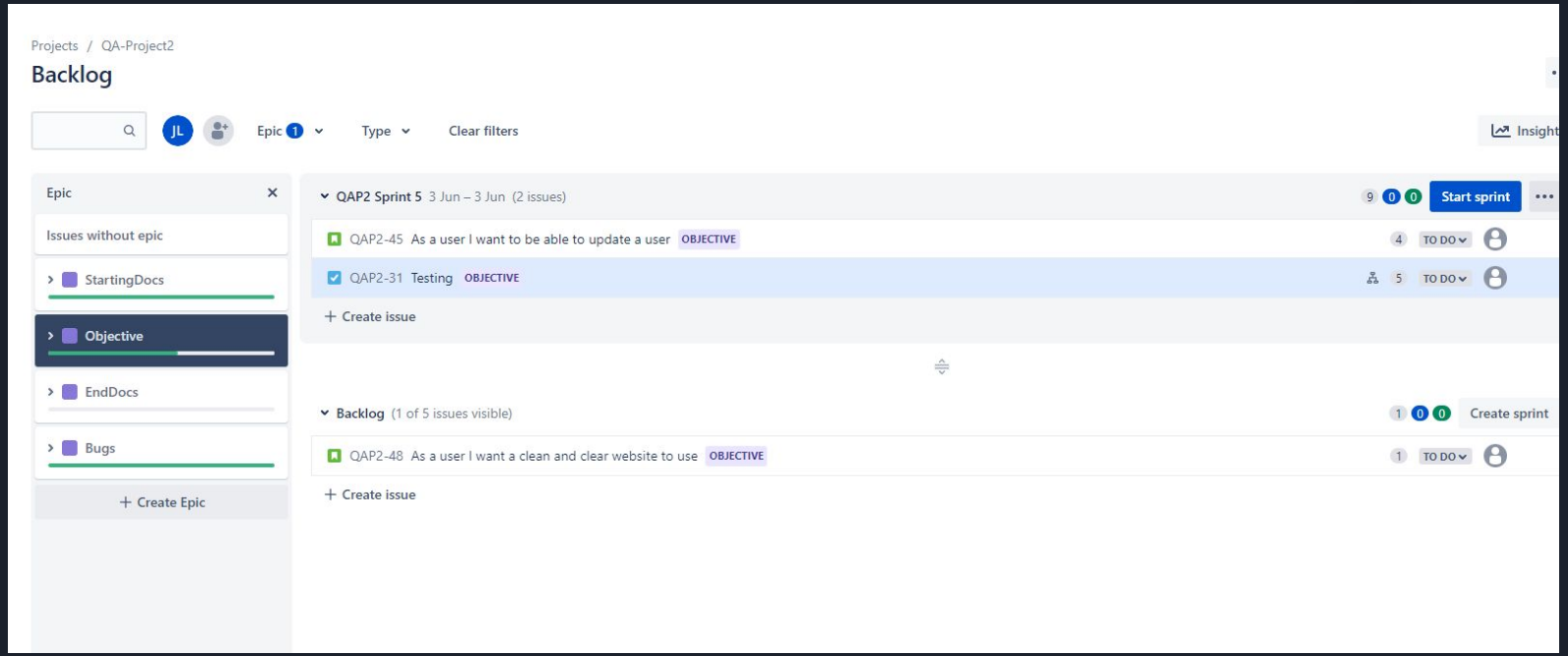
The images below are what my project ended being after altering it and following the development process i took





Part way through

This shows my progress throughout the project and the epics i had.



Spotlight on wearables

```
// ReadAll
public List<Creature> getAll(){
    return repo.findAll();
}


// Update
public Creature update(long id, Creature creature){

    // get the entry that exists
    Creature existing = repo.findById(id).get();

    // Update the entry using a new object
    existing.setName(creature.getName());
    existing.setHealth(creature.getHealth());
    existing.setDamage(creature.getDamage());
    existing.setSpeed(creature.getSpeed());
    existing.setNotes(creature.getNotes());

    return repo.saveAndFlush(existing);
}
```

/-/=/—Code—\=\-\

I won't bore you with all the code but this gives you a small insight into a method and the naming conventions used.

Overview

Overall despite the time restraints and problems i've encountered i feel as though this project has gone as smooth as any other project, as always there areas to improve on. The planning process worked for me and could for a team of more than 1 , myself, and the branches on my repo from github were used in a proper manner with minor hiccups and issues when pushing and pulling became a problem .