**TASK 5 Report**

* **What was the advantage of this technique based on your experience in this assignment?**

**-The planning game**

-Plan ahead to reduced the time wasted on useless features

During each meeting we conduct, it helps identify the problems easily throughout the project and to help realize if the project is surely doomed to end in failure in future.

-**Small Releases**

-Managing the risk of delivering something wrong

Because of the short sprint which is 1-2 week per sprint any changes we made is much simple compare to a large scale project and any risk will be minimized.

**-Test First**

-The code is well tested before summiting

For each sprint, the project is reviewed and tested for error or bugs before moving to the next sprint. Any problems found during this process can be changed immediately.

* What was the disadvantage of this technique based on your experience in this assignment?

**- Metaphors**

-The programmer and the customer must understand each other

Information received by the Scrum master is crucial therefore the Scrum Master and the customer must know what they are talking about together and understood each other, if the information received by the Scrum master is defined poorly it can lead to difficulty to plan and organized.

**- Simple Designs**

-The project must be simple but meets the requirements

If it is applied to a large scale project it will be difficult to handle for the Scrum Master with the extra team members. This will lead to communication problems during meeting together with all the members and each sprint will be much longer. Also if it is a large project there might be a lot of designs and module needed to be handle and organized. Other than that, extra classes or unnecessary function might be created unintentionally.

**-Pair Programming**

-Assigning task to two developers or to a group

If any team member is no performing their given task for their group can cause a huge inverse effect on the whole team and the project.

* How efficient was the technique given the time it took to use?

-It is very efficient as we manage to identify the problems and fixed it on the spot during each sprint. Also making changes is simple when the users decide to change or add ideas during the project due to the short sprint.

* In which situations would you use this technique in a future project?

-When the project is small, and we have a group of experts who work and communicate well together among each other as well as the representative.

* In which situations would you not use this technique in a future project?

-During large projects, and the members we worked with is not experienced or when they do not work well together.

-Also when the user fail to give a clear explanation of the requirements.

* How did you work together as a group in the project? What worked and not in your interaction(s)?

-Pair Programming, it helps a lot when there is someone else help programming with you. As the other person can help give suggestions and provide help when needed this help improve the development time greatly and reduced the errors occur.

-The merging or other groups work together, this cause some problems due to lack of communication of other group, and the approach of the method they use to code their program.