Reflective Journal

IFB299 Application Design & Development

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In the initial stages of planning the project, the team adopted a certain method of sharing ideas. Each member would only voice their opinion once everyone else had decided theirs. This way there was approximately an equal level of contribution and everyone had a chance to share their ideas. While there was the possibility of someone else influencing ones opinion, everyone developed their own ideas. So overall the initial stage of planning the project was shared as a team.

I was elected as the scrum master and as such I recorded what each member was supposed to contribute each week. At first a member did not attend the tutorial’s 2 and 3 and it was discovered that he had dropped the course. Subsequently he was replaced. As scrum master I did not have to remind any members of their responsibilities as everyone contributed their intended parts to the project and showed up to meetings (both in and out of tutorials). Occasionally some members would be absent but with good reason such as illness or pre-scheduled engagement.

There were some issues initially such as the programming environment. Initially our team decided on Ruby on Rails as no one had used to and believed it to be a good learning experience. However, at the start of the sprint our project was slightly behind due to still trying to learn the language. This resulted in the team changing to Meteor which was familiar to some members whom taught the others.

Due to our approach to planning the project, everyone had input and therefore some of my ideas were implemented into the project such having the file sizes visible with each upload to discern which files occupy the most room. I also helped sway the group’s decision for prioritizing stories and how the manual testing should be approached.

A possible method which could have improved team efficiency is the programming environment. While Meteor was known to some, it was still not known for all which resulted in those familiar with it doing the most coding. Meteor was chosen as it was the most efficient environment known, but for those whom hadn’t used it there were difficulties. If a language which was familiar to everyone was used, maybe the coding aspect of the project could have been more equally shared.

My main contributions to the group lay in the testing, brainstorming and recording of group information and activities. I created all the burndown charts noting the approximate times for tasks to be researched and completed. I kept track of what tasks were assigned to whom and I completed all the manual testing.

Overall the team worked efficiently with little draw backs. Occasionally an issue would arise such as some UI design required dependencies that were only compatible with Linux and set the Vault progress behind a little. Also in the development of the vault some User Stories were altered or dismissed due to practical components when testing. An example of this being authentication when logging in. It was originally intended for a username and password to be required, however upon a group discussion it was decided only third party authentication was required.