Reflective Journal

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## Weeks 1-3

I was not present due to work as well as medical reasons for the first three tutorials of this subject.

## Week 4

After joining the team, I was filled in with the roles in the team. I was made a developer. The team was welcoming. I accidently missed our first virtual meeting, however was present for our second one. This resulted in me putting meetings and alarms on my calendar so I wouldn’t forget.

## Week 5

I set up a development server for me to work from. We worked on making sure our user stories / acceptance criteria / estimations / priorities. I felt this time was incredibly valuable as it bonded the team, and provided a shared goal from which we could all contribute to in the future.

As a developer, I drew on past experience in work to accurately estimate how much time it was going to take me to develop the product.

It felt sometimes quite time consuming going through this process at first, but it was well worth while later on.

## Release 1 (Weeks 6-9)

I jumped in and did a great deal of development in this time. As a team we had previously discussed writing the app in Ruby on Rails, but in some spare time I went ahead and developed a large portion of the code basics in Meteor.

While this was good because it got a good chunk of work out the way, I feel the long term benefits f this was bad. I have a great depth of knowledge, speed, and experience in Meteor that other team members didn’t have. I felt that going with Meteor put other people under pressure to perform at the same unrealistic standards that I was. In retrospection, I may have gone with Ruby on Rails simply to put all members on an even playing field.

Personally, I started seeing the benefits of doing the User Story creation phase – not only with this subject, but in my work. I was managing a software project where I didn’t do User Story creation, and then half way through we went through the user story process, and I saw a drastic increase of both morale and productivity out of the team members. It helps provide a common goal for people to work towards.

## Release 2 (Weeks 10-13/14)

Work slowed down in this period for everyone. While we did complete most of the user stories, there were two left over. In retrospect, I could have helped other team members with my knowledge of Meteor so that they could contribute more effectively to the project in this way – instead of leaving them to their own devices.

In the future I think I’ll put a higher priority on ensuring that I don’t do large chunks of work without thinking about other people, but put in a good effort to teach them what I know so that they can effectively contribute.

## Final Thoughts

All in all, the subject was a really positive experience where I learnt tons about how to effectively work in a team of people. I’m glad I had the team I did – we all found out our strengths, and worked to them – Christian and Michael working on administration and the more paperwork side of things – Ash and myself working on development side of things.

At the end of the subject, we all left satisfied that we had put in a good effort, and we got what we needed out of the subject.