CIS 4250 – Software Design V
Instructor: Prof. S. Scott
Individual Accountability Report (IAR) Template

Note. Refer to the Project Manual for detailed instructions for IAR submissions.

Individual Accountability Report (IAR) Template
The following questions MUST be included and answered completely for each submitted IAR.

IAR must be submitted one of the following file formats: text or PDF.

Q1. Student Name: Emily Kozatchiner

Q2. Student ID: 1149665

Q3. Associated Team Deliverable: Interim Project Milestone 2

Q4. Team #: Group 5, Section 2

Q5. What were the main technical or methodological knowledge, skills and/or abilities (KSAs) that were required to complete this team deliverable? What prior courses or experiences (e.g. co-op, group project, etc.) from your Software Engineering degree did you draw on for these KSAs? (bulleted list is preferred):

- The in-line editing feature I worked on required redesigning the current task list UI, and designing a brand new editing UI. Therefore, user interface/experience knowledge that I learned by taking CIS*1050 - Web Design and Development greatly helped with design decisions to elevate the application user journey.
- The majority of this sprint consisted of pair programming, which is a skill that I learned throughout multiple software design courses like CIS*2250 and CIS*3250, where we had multiple group projects that needed collaborative programming. I also coded side-by-side in my internships, as collaboration is greatly important and used in the work force.
- Delivering features within code pushes and pull requests was largely learned and perfected in the work force through internships. Learning how to properly incorporate features into a code base and present code in a proper manner during reviews is a must.

Q6. What was your existing level of experience with these topics/skills before your team began working on this deliverable? (1-2 sentences):

Making and reviewing UI/UX design decisions was new to me because of my accustomation working with a UX team. Otherwise, I'm very confident with my technical knowledge in implementation and collaboration.

Q7. Comment on your individual KSAs learning during this deliverable, and what additional learning may be needed to understand or be more competent with these topics / tasks in the future?

As I mentioned earlier, implementing UI/UX design was a learning curve for me because I'm accustomed to the UI/UX team making design decisions, and for once I had to act as both the UX team and the dev team. I did have prior knowledge in designing a web page but I needed to re-learn that I can be more critical of the design we choose to implement. We had the luxury of being able to easily change the design without referring to another team and waiting for approval from higher management.

Another individual learning was refreshing css concepts while using the dev tools in a web browser. I definitely don't love css but learning how to quickly make a change within a visible web page to see how a change or new feature would look before fully dedicating yourself to implementation is a very useful skill to know. I believe watching Jeremy has made me want to improve on my skills in this regard.

Q8. What specific contributions did you make to this team deliverable? This should include technical or project management contributions.

- I contributed to creating the new task list design, with the editing interface design in mind. Branching off, I collaborated on designing and creating the new editing interface, testing that all implementations have no bugs.
- I implemented the recurring tasks feature, where the user can choose to reassign a certain task upon completion, with the new date being assigned a day, week, or month later. The feature was newly implemented into the creation interface, the import/export functionality, and the calendar view.
- Merged, reviewed, and tested active PRs for any missed bugs to ensure we had a clean result at the end.
- Participated in discussions associated with other issues in the discord. Provided opinions on what felt and looked better to implement.

Q9. With whom did you collaborate for any of the above contributions (be specific – saying "all team members" is not sufficient. State which parts you worked on with whom)?

This sprint featured an expansion toward in-line editing in the application, to which both Jeremy and I were assigned. For almost all of the sprint, Jeremy and I collaborated on the design, creation, and testing of the new in-line editing.

For design changes, we had to completely rehash the way the current to-do list was being displayed in order to implement a new editing UI. Jeremy was leading pair-programming on the css and redesign changes. Afterwards, I led the pair-programming on the backend implementation of the editing UI, where we both participated in programming and testing. I handed it off to Jeremy for the frontend implementation and any final touch ups.

I worked with Jen for the design and discussion surrounding recurring tasks. We reviewed the UI placement of the new feature and discussed how often the user should be able to repeat a task. Should the user have access to specific days of the week they want the task to recur? We discussed amongst ourselves and came to a conclusion on how we would approach the ticket.

Overall, I collaborated closely with team members who were assigned with me and people who were interested in the ticket items.

Q10. Comment on how well you managed your time over the time period allocated in the Course timetable to this team deliverable (i.e. the time between the prior team deliverable to this team deliverable).

Because of reading week, I believe that our time could have been better allocated at the start of the sprint. We finalized our groomed items on February 13th for the two week sprint, as usual on the following Thursday morning lab time after the demo. However, the reading week started that same weekend. We were trying to finish deadlines in other course loads before heading off for the break, not allowing a lot of work to be completed in the first week of the sprint.

The following second week of the sprint allowed us to achieve more accomplished tickets. Many of us had to pair-program to finish items accordingly and on time. Some ticket items expanded beyond normal estimates, which impacted our time allocation towards certain issues. Because of the expansion, I had to carry over some planned work to the next sprint since time did not allow for the feature expansion.

Overall, we still hit our weight goal per person and put in a very good amount of hours over the sprint. We put time and care into the delivered items to make sure they were bug free. I do believe the next sprint will feature better time management at the start of the sprint, and have better time estimates allocated per issue.