STARE Analysis

Situation

The aim of the task was to create a relatively simple web application using the skills we have developed throughout the module, making use of the technologies we have been introduced to and the techniques taught during lectures. Working in groups allows us to replicate the collaborative environment we will be working within our roles at Sky Betting and Gaming.

My group have developed a colour palette generator which displays 4 different types of colour palette (monochromatic, complementary, analogous, split) based on a colour the user chooses and allows them to save these palettes to a database to display on their profile, utilising the CRUD (create, read, update, delete) functionality. The intended use for the website was to help pick and visualise colour schemes, a useful tool for designers.

Tasks

We started off the project by outlining the scope on a Trello board, a project management tool we used to organise and manage our workflow. We made collective decisions about how we wanted the website to function and sorted these ideas into 4 categories: must have, should have, could have and will not have, allowing us to prioritise the most important tasks. We opted to build our application using MongoDB, Express, EJS and Node as we had experience with this stack from practical lectures delivered by the course leader.

We also established everybody’s previous experience and the areas we felt most confident working on, i.e. front end and back end. I worked on the front end, which involved creating wireframes on Figma (an interface design tool) and then building these designs using ejs and css.

Actions

We adopted a Kanban approach

Results

Evaluation