Eternity : Numbers

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Introduction

This project is about making a scientific calculator which do all the functions of a normal calculator with some special functions including the values of certain established irrational numbers. Each team of 10 members were assigned different irrational number.

- The number assigned to me was "pi"
- Agile methodology was followed throughout the project
- Teams were loosely coupled

Things that went well

- The number assigned to me was very popular and commonly used.
- Deadlines were followed.
- Team communication was good whenever needed.
- Interview was productive.
- Eliciting Persona and User Stories was easy, because of well conducted interview.
- Regular github commits, that prevented procrastination.

Things that could have gone better

- Face-to-Face interview would have been better than instant message interview.
- Implementation of user stories.
- Process of choosing a persona template shouldn't have taken as much time as it took.

Challenges Faced

- Time management with full time job.
- Documenting in Latex.
- Finding a suitable interviewee.

Team Communication Platforms

WhatsApp Gmail

Learnings

- Documentation in Latex
- Working in loosely coupled team
- Time management
- Conducting interview
- Following the Agile methodology

Future Scope

- Implementing personal voice assistant for calculator to do handfree calculations.

References

[1] P. Kamthan.
Project Description.
Publisher, 2019.

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GITHUB:

Critical Decisions

- Choosing a persona template, because deciding the right content was important for eliciting user stories.
- Choosing between two interviewee options, because a productive interview was important for further development.
- Choosing an application of "pi" in real life to implement in my calculator. (Implementiing a function "Area" which directly calculates area of a circle by just taking radius as an input)