Evaluation - Design document (Unit 6)

In this module, we were tasked to develop a child's toy. The task includes the end-to-end life cycle of the software development. In this assignment, we only need to submit the project report without developing the code for the software.

We are assigned with our team to work on this team project. We also have another team (team2) in this module. Both of us play both developer and customer roles at the same time. This is a very interesting module for me as we have a chance to simulate the developer and customer relationship and interaction the same way close to reality.

In the beginning, the project was a bit frustrating as I do not have much experience in working through the full cycle of the project. Therefore, I was not confident enough to lead the project or push the progress. The situation improved after we started to communicate internally with my team. While the information is shared, the confusion was resolved.

We were also facing some problems during the planning and analysis phases, as our customer team turned out to be not very responsive. We were disappointed at first, but then I felt much relieve after knowing from the seminar about the different types of customers and how to deal with them.

We have very structural communication approaches to keep our progress on track. We use Slack for our day-to-day updates, and we set up team meetings to review our progress and make further plans. We also have our developing document shared in SharePoint so our team can collaborate easily from there and update comments if needed.

I found the assignment very meaningful in that it gave me the chance to learn the different types of SDLC and how to estimate the risk. It also gave me a better insight into the software development life cycle. By the end of this assignment, I was happy that I could finally connect my work experience and knowledge (from the maintenance process) to the whole SDLC picture.