

Sprint 1 – Script 1

10 Minute Presentation – 2 min 30 seconds Each Member

Who are the Members?

Gerard O'Connor (Scrum master)

Bryan Hew (Frontend)

Hugo Luccarini (Backend)

Justin Woyengo (Security Analyst)

What is the Project?

The project is building a website for a startup called CheckYourCar, which allows users to find the make and model of their car and check if it is affected by any known recall issues, the website will have plenty of features, such as the user being able to register their car, then getting a notification if a new or outstanding recall has been issued for their car. As this website will display the users car information, the user may want to also trade in their vehicle and having a depreciation or vehicle value calculator would be useful in our website.

What Happened during the first 2 Week Sprint – What worked, and What Didn't?

Week 6 was the commencement of the project and we had a total of four meetings within the two weeks. Our first meeting lasted about 45 Minutes and involved introducing ourselves to the other group mates and discussing which project idea we were going to work on. We decided on Project A – Check Your Car. The goal of the second meeting was to divide the tasks of the first sprint and begin planning the assessment and moving through the group activities found on OnTrack. The third meeting we continued to make progress on our tasks whilst being in the call, this allowed us to ask any questions with each other as they arose.

I would say that all group members got along well and using Trello to plan out tasks and set deadlines for tasks made sure that everything planned could be completed in an orderly fashion. Almost daily meetings allowed all members to report on all the progress made in the assessment.

In our first few meetings, one issue the group faced was the timing on the group meetings and when to meet up. All the group members had different things to do and finding the time to set aside was a small

challenge, we eventually managed to figure out times by planning well in advance to organize when we would meet and what we would attempt to complete in the meeting.

Story points

Snapshots of the Project Logistics – What was used, and why?

Applications needed for the project to succeed include:

- Trello – Project Planning
- Microsoft SharePoint – Word, PowerPoint
- Microsoft Teams – Voice Communication, Sharing Screens etc.
- Add stuff here for additional software

Planning on Using:

- Adobe XD for Designing Website Interface
- Node.JS for backend server.
- MySQL for database.
- HTML, JavaScript and CSS for frontend website.

Explanation of how Trello was used to plan tasks and set roles?

Trello is currently being used to plan tasks to do in the future, to keep track of what we're currently working on and to keep track of what has already been done. Trello allows us to set specific roles for each task; however, this hasn't been considered necessary yet as we are still in our early stages and we have been contributing equally naturally. In the later stages of development, we can use Trello to assign specific tasks to people and keep track over their progress and assist if needed.

Microsoft SharePoint – Word, PowerPoint & other applications

Microsoft SharePoint is being used by the group so that everyone has access to all documents in this project. SharePoint allows live editing where all members in the project can access and edit a document whenever they like. This app allows all members to contribute to the documentation process.

Microsoft Teams – Communication/File Sharing

Microsoft Teams has played a vital role in the project so far as it allows all members within the group project to communicate through both voice and text. Teams also has a great function which allows the group members in a team to set reoccurring scheduled meetings which also notifies all members about the upcoming meeting. This platform also allows the group members to share screens to show other members progress in different tasks. This platform also allows the members to also share files easily through the files tab located at the top of the group general chat.

Adobe XD – Prototyping

Our group is planning on using Adobe XD for the designing and prototyping our solution for this project. Adobe XD is a user experience design tool for web applications and mobile apps. Adobe XD allows us to play around with different elements of a website so that we can decide on what works and what doesn't work. Adobe XD allows the prototyping of the website on different types of devices so, we know what the website looks like on different devices like, PC's, Mobile phones, tablets, etc.

Node.js - Backend

We plan on using Node.js for our backend server, this will provide an API to the frontend of the website, and allow communication to our MySQL database. An example of the workflow with Node.js, is that, if the frontend is requesting a list of car makes and models, the frontend will make an API request to the Node.js server, and the Node.js server will communicate with the MySQL server to get the list of car makes and models, the Node.js will then return that result to the frontend.

MySQL - Database

Our database will be MySQL. MySQL which is a popular SQL database management system. Here is where we will store everything, including user accounts, car makes and models, and recalls and issues. The MySQL server will be accessed and used by the frontend via our Node.js server once the application is in production.

HTML, JavaScript and CSS – Frontend

Plain HTML, JavaScript and CSS will be used for the frontend of our project. We're currently not planning on using any single page application frameworks this stage.