Individual Report

In the beginning of the assignment we started by thinking about an appropriate problem that fits the criteria of the brief given. We decided not to make the same mistakes we made as a group from assignment 1. We first thought about a game of some sort as it would be a fun project to design, but decided against it as the group as we thought it was not appropriate. If we decided to make a game we would have to think about additional things that would just add to the work load like graphics etc. As a group we decided to go with an assignment marking software that students could use to upload there assignment and the teachers could mark then online along with some other features.

For the methodology we decided to make our own that would fit the schedules of all our group members. The methodology was created by the group with what we thought were the best practices. I think making our own methodology was a good idea, although we could not back up our opinions with any real software experience. Choosing another process like the scrum process or Xtream programming might have been better suited for this assignment but it did not suit the team. The methodology consisted of 5 week initial planning but we actually cut initial planning to about 3 weeks as the other functions were less important to the iteration. The first iteration consisted of review, analysis, design, implementation and a testing loop (without the review for the first iteration).

The Next step was to come up with the architecture of the software. For this we decided to go with the Gartner three layer models. The prostration layer was a web based interface that would be coded in HTML5 and CSS. The application layer consisted of a python and java based server. The data management layer consisted of SQL database.

The assignment along with the methodology we had worked quite well. Everyone in our group worked well together and they were not many social problems that arose. The team followed the methodology quit well. Some minor problem that arose was that the group at the start decided to use the GitHub wiki for the collection of notes and the minutes of the meeting but as time progressed we started not use the wiki as much as we could have to store information. We also started to make less use of the git repository to store our code as we started to have problem with the git hub not refreshing the code from others and being able to download code that others have edited.

Compared to the last assignment this assignment was well planned out and followed as we did take shortcuts in the first assignment. Following the correct process made developing the software and solving the problem much easier. We did not have any problems that we did not think of. One of the things that make software development hard do things like the client not know what he exactly wants. This can be worse when the communication between the client and developer is lacking. Another aspect of software development that makes is harder is that in the initial planning of the software many of the things that the developer thinks of are assumptions and estimations. Following the methodology helps us break things down better.

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