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Assignment 2 Reflection

UML and Classes:

To begin I would rate our UML class diagram a 5 because it was rarely looked at when mapping out our code. We mainly used our meeting notes and our own separate coding chart docs. There were also gaps within our UML diagram planning and what we initially developed. We ended up changing the code without changing the UML diagram along with it. We should focus on all the logistics on the UML diagram and any changes should be viewed in the UML diagram before making a final decision.

AGILE:

As a group we made the executive decision on using the scrum flavour as our methodology. Personally I would rate it a 8 because it made us code and plan out our days more efficiently. The flavour was helpful in forcing us to finish our codes before the deadline, however I did not enjoy the stress when writing my code. I believe that I understand my scrum to some extent. I haven’t studied it my entire life, but I could provide a summary of the function and use of it. Unlike other agile flavours scrum focuses on completing as much work as possible in smaller intervals. One thing I do believe we could’ve worked better on is meeting after each day of the sprints and discussing in further detail any issues we encountered. Besides meeting with Mr Lee, we never truly discussed what each individual member needed assistance with.

Goal Setting:

Personally I believe we followed our initial goals pretty well. Our initial goal was to create a listening streaming app similar to spotify or apple music. This streaming app would be able to play songs from albums, and artists. On the app you would also be able to make playlists and view your own profile. At first our goals appeared realistic, but as we began our second sprint we realized that the logistics of our app were much more difficult then we initially anticipated. We realized we couldn’t make a user interface that worked fast enough to read a user’s inputted information. Instead we decided to present our functionalities of every class with one single main method. This experience made me realize the vital importance of a UML diagram. After finishing the UML Diagram the logic of how every class worked together became clear.

Team Development:

The difference between developing by yourself and with a team is that, when you work with a team you need to communicate clearly with each other things such as, what needs to happen, how codes run together with your team, etc. You also need to even out the work fairly so that one member is not left doing all the difficult tasks. When you work by yourself, only you are to blame if you don’t finish tasks on time.

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Some core issues we encountered when developing the code was figuring out how each code coincided with each other. We resolved this issue by discussing possible solutions with each other. Next time we should discuss these potential issues before starting our code, so we don’t code any unnecessarily.