**Team Blog post**

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# Entry 1 Team Details

**Which workshop you are in?**

We are in Thursday's workshop 8 from 12-2pm.

**Your team name**

Team 94/ Team Orange

**Which project you will develop**

Property Management Case

**How your team have decided to meet and communicate**

Our main communication channel is via Facebook. We created a private group particular for this project, where members can effectively report any issues we encountered. We also have team agreement signed

Team agreement states our team goals and resolution in case conflict occurs. This document makes sure every member has the same vision before moving into action.

**When your team has decided to meet**

Our team has agreed to hold regular meetings in the weekly workshops and meet up before and/or after class (Thursday 10am- 4pm) if necessary. Regular and detailed team meetings are an essential part of the team building process and for building improved outcomes.

**Which team you are the client for and the project they are developing**

Team 98. They chose Media Vault cloud-based media library as their topic

**Which team is your client**

Team 98

# Entry 2: Week 1-2

During the very first workshop on 23 July, we tried to find out each other’s availability for a weekly group meeting. We sorted out that time before and after workshop would best fix our schedule. We all agreed Facebook group will be the major channel we exchange ideas and update our working progress.

We also drafted together our team agreement for smooth running of the project. We also confirm we have a vision to output product of the highest quality to include all members of the group in the decision making process and learn from the experience. We signed the team agreement in the second workshop indicating we all have mutual understanding about the goal of the team.

Our group, Team Orange, has four Information System students: Cameron, Zubair, Virginia, and Eoghan. And two Computer Science students: Alex and Laird. We all have some experiences with C#, Python, and SQL. Based on our skills and interests. We chose to focus on Property Management case, helping Mr David to structure his business over the internet by developing a dynamic website. The application will advertise a range of properties for rent. It allows tenants to organise inspections for properties and staffs to track the status of the properties. Team Orange has been working together to assess the Mr David’s situation and draft a feature list that they believe will result in an efficient running of his property management company.

The ideas brainstormed were then been presented to the client. We received decent feedback on how do they think about what should be include in the system. Our team established a product backlog based on the fact sheet and comment received from client.

We are client for team 98 who is doing the Media Vault project. We communicated with them and gave them listed of features for the cloud media library they are going to develop for us.

Summary:

* Formed a team in Thurs 12-2pm workshop
* Selected a project – Property management
* Decided on a team name – Team Orange
* Enrolled team on Blackboard under Team 94
* Scheduled weekly meetings
* Set up a Facebook Group <https://www.facebook.com/groups/1636139216633651/>
* Set up a Facebook group with our Client – Team 98 <https://www.facebook.com/groups/1596985443886845/>
* Have a team repository on Github - https://github.com/ZubairSiregar/IFB299G94
* Finalized and signed Team agreement
* Analysed the project description
* Developed a Product backlog

# Entry 3: Week 3-4

During the workshop we started to refine our user stories. Client team provides feedback on current user stories. We interacted with them by raising questions. Their feedback was helpful in clarifying existing stories and exploring potential new stories. User roles for the application became clearer when user stories were being generated. In total we have 21 user stories. In collaboration with our client team, we worked through our product backlog of stories and prioritising them using the method MoSCoW.

We further refined some stories and analysed them to meet INVEST system. Story cards were then organized and turned into manageable form so that they can be used readily in project planning. We also did the planning poker activity in order to attribute points to the stories. Using the Planning Poker approach, we drew up some cards and started the estimation. We respect each member opinion and induced the final estimation using consensus based. Member who gave an above average or below average score would step in and tell the group the supporting arguments why he/she gave such score. Planning poker was a useful tool that gave us valuable insight into the complexity of the system that we are aiming to develop. It will eventually help us to formulate our first sprint in the coming workshops.

We worked together and added acceptance criteria to the stories. For each story, we brainstorm the conditions that the property management system much satisfy to be accepted by a boss, tenant, owner or agent. We tried to keep the acceptance criteria to be expressed clearly in simple language so that we can meet client perceived requirements.

We met with our client and had conversations about the user stories. We fleshed out the details of the stories and quickly told a dew of the stories to give them an overall feel of the system. We informed the developers about features or capabilities we would like as a use or customer of the system. We received a list of preliminary product backlog of stories from our development team. Afterwards we prioritized them using MoSCoW. We tried to figure out which requirements must be completed first and which can come later or will not be completed at all, but would not affect the aim of the project as a whole. Could and would requirement or nice to include but don’t affect the overall success of the cloud media library project.

We met with our clients and discussed the order of sprints for our release plan. While the clients were happy with our stories, they were unsure of the result of our first initial release, as it may not have shown enough working functionality for their liking. After a group discussion and advice from the tutor, we altered our release plan to have a more user focus in the first release, which would allow for obvious understanding of functionality and interaction, while more detailed functions would be developed in release 2. We have regular contact with our clients during the weekly workshops and on the collaboration Facebook page. They are fulfilling their role and at the same time assisting us with the development of the project.

# Entry 4: Week 5-6

We have been working on the first submission of project. We had all stories listed into our release and sprint plan document. In Week 5 we had our sprint plan and use stories completed and submitted to the tutor through Github. Our target of sprint 1 was to get four of our user stories completed which includes tenant details, contract records, property registration, and rental status management. In week 6, we had a preliminary website produced using Filemaker to present to our client. We had little progress on our sprint. Tasks were divided up in the group in relation to individual’s skill sets and what each person is comfortable with working on. Cameron, Virginia, and Eoghan were learning to use Filemaker. They were responsible for the creating the user interfaces facilitating tenants to view the properties. While Alex, Zubair, and Laird focused on database design. The technologies used to develop the project are languages consisting of php, mysql and C#.

Our team has just started to use Jira for managing the development of the project because the unit recommend us to have a go on this effective tool for managing an agile project. As students of information technology, we are eager to learn the new technologies to improve our capabilities.

The performance and professionalism of the client has been pretty good. This good communication makes the whole process easier and keeps the team on track. So far, our client team was satisfied with our accomplished work. We expressed the problems we were facing. We informed them that we would continue some unfinished stories from sprint one in sprint two and make modification in some functions. The design at this stage was not perfect but we would continually work on it.