**Progress Report**

**Team Number 35**

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Tutor: Benjamin Saljooghi, 5pm Thursday.

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Throughout the course of the project, multiple revisions were made on the sprint plan by the client to redefine the first release and sprint expectations so that they more realistically met the working capabilities of the development team. Due to time constraints, a lack of familiarity with the coding language and chosen platform for the website, and a lack of manpower, not all user stories were completed as per the expectations of the release. The changes that have been made to assist the client team in achieving a more realistic goal, whilst also providing the client with some business value from each sprint, are as follows:

* MoSCoW “Should” and “Could” user stories have been removed from the First Release, and moved into a Second Release (Sprint 3) that is outside the scope of the current project.
* Multiple user stories (Specifically 7 and 8) have been moved to Sprint 2, to match the development team’s current working pace.
* Data validation and data security in login and account registration areas has been removed from current release, to Sprint 3 due to time constraints and lack of knowledge in the area being a restricting factor.
* The client requested at least one working profile account, being his own, so that an example of a functioning profile would be evident. This account/profile association has been delivered, and the tools to create new accounts has also been provided to the client.

In retrospect, the team has noted that the initial scope of the project during the planning phase was over ambitious, whilst the final scope has been trimmed down to a more realistic goal that better represented what could be delivered come the end of the First Release.

The client regarded the User Stories themselves as adequate for the purposes that the website will serve, and as such, no changes have been made to them. Unfamiliarity with ASP.net and Azure served towards the team’s detriment, as it became a giant time-sink in learning the interface itself to even begin the coding process. This was evident amongst both CS and IS team members, as a large gap was built in skill level within the coding process as time progressed in the project’s lifespan, leaving some members that were not solely focussed on coding being unable to assist without further time being lost in teaching them.

Tracking of tasks and user stories being completed through constant updating of the burndown and sprint plan helped the team to visualise where they stood with their current progress in relation to the goal. This knowledge of what was yet to be complete, and what had been completed, helped the development team in prioritising tasks so that business value could be achieved for the client.