Supplementary Material

IFB299 Group 106

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a) Process Adherence and Quality

SCRUM Principles Adhered to-

Empirical Process Control- This was followed by the group making sur they were open and communicative about what was going on during development, keeping everything transparent. Inspection and adaptation was committed as a group, looking at and correcting everyone work.

Self-Organisation- The team was very productive without needing much prompting, but the frequent meetings helped to upkeep this.

Collaboration- The group would always work together to fix issues that other members were having while trying to complete a task.

Value-based Prioritisation- The most important elements for the website were organised to be created first with add on features developed later.

Time-boxing- This was utilised when planning the user stories and making sure there was an appropriate amount of user stories per person. Meetings kept this in check.

Iterative Development- The client was frequently kept up to date and checked with while the project was being developed.

b) Customer Engagement

The customer was frequently kept up to date with the progress being made on the project and was question continually along the way to make sure that the end product was the desired product.

User stories-

Were revised and clarified before development started as to ensure there was no time wasted on incorrect features as well as ensuring that the features that were created were up to that of what was expected by the customer.

User Acceptance Testing-

UAT was completed by getting feedback from the tutor throughout the semester, but specifically after the demo of sprint 1. From feedback during this the stories for sprint 2 were modified

Customer Decisions-

Prioritisation- As there were 2 sprints for the first phase of this project, key elements of the website had to be prioritised to be made first. This prioritisation was done under careful consideration of what the customer needed. The basic and most functional aspects were created first. This was done so that if not all features were created, the website could still be fully functional. The client was heavily considered while doing this prioritisation, so that the final product was of very high quality.

Release Planning- Release planning was key to make sure every member of the group was able to contribute to the project equal to their abilities. Stories were broken down into tasks and then these tasks were weighted on how long it would take to do them. Some people may have had more user stories to complete than others with a similar ability, but these stories would have been smaller but equal in the amount of time expected to be taken to complete them.