

CIS 3760 – Software Engineering
Instructor: Prof. S. Scott
Individual Accountability Report (IAR) Template

Note. Refer to the Project Manual for detailed instructions for IAR submissions.

Individual Accountability Report (IAR) Template

The following questions **MUST** be included and answered completely for each submitted IAR.

IAR must be submitted one of the following file formats: text or PDF.

Q1. Student Name: Nicholas Florian

Q2. Student ID: 0962782

Q3. Associated Team Deliverable: Sprint 3

Q4. Section #2, Team #2:

Q5. What were the main technical or methodological concepts and/or skills that were required to complete this team deliverable? (bulleted list is preferred):

- Working with recycler views in android studio.
- Code Reviews
- Branch Merging
- Scrum planning meetings
- Stand up meetings
- Demo preparations and presentations
- Breaking down issues into subtasks
- Documenting merging
- Documenting code changes
- Writing code to connect to our firebase server
- Create buttons that dynamically change style

Q6. What was your existing level of experience with these topics/skills before your team began working on this deliverable? (1-2 sentences):

I had full full experience working on all topics with the expectations of the last two (Writing code to connect to our firebase, Create buttons that dynamically change style) . Thanks to Danish I was able to learn quite a bit of firebase quickly, and jacob worked with during while we researched dynamic buttons which made it really easy.

Q7. Comment on your individual academic, methodological, or technical learning during this deliverable, and what additional learning may be needed to understand or be more competent with these topics in the future?

This week our team improved in absolutely every way, we completed the most amount of tasks per sprint yet, whilst also documenting every change and test. We had made mistakes in the past by not documenting our code changes well enough so we focused more on that this week.

I also tried out a new programming strategy by spending a short amount of time planning out how each task would be completed. I found this payed off as I spent less time in meetings answering questions and less time working on code for other members tasks. The problems that did arise were almost always very short and easy to fix. I spent no longer then 20 minutes helping out a team member with their task this week.

Our demo this week was much better than out last, and we did not go over time.

There are many strategies I would like to learn and practice for our next sprint and I am very much looking forward to the opportunity to continue learning throughout my whole career. I think I have done very well a Scrum Master I

Q8. What specific contributions did you make to this team deliverable? This should include technical or project management contributions.

- I merged all code for the project.
- This week I took a different approach to development. In past weeks I tried different extreme programming strategies like pair programming. This week I planned out each task with instructions and screenshots explaining how to complete each step. with exception to danish since its easier for him to get tasks done if he plans them out. It is really important that we adjust strategies for the needs of our teammates.
- I assisted Arash with one of his tasks, he had completed every part of it including the new menu item, but was having trouble showing its icon. We spent 15 minutes together and found we were only missing one line of code.
- I helped micheal out with his Research, he found out how to update the system to material design. This came with a ton of bugs and we confirmed that it would take too much work in order
- I updated the upload list view (in our uploads viewer) so that audio files would download when clicked.
- I updated the color scheme of the app including our icons.
- I added a splash screen for the application.
- As the scrum master I ran our backlog planning, stand-up meetings, and our retrospective. I ensured the team stayed on task and filled in when necessary.
- I fixed all the bugs after our two batch merges.

Q9. With whom did you collaborate for any of the above contributions (be specific)?

- Micheal researched together how to implement material design. We worked closely while confirming if Material design was possible and while redesigning the search fragment.
- Me and Jacob met for a short time to research how to create dynamic buttons in android studio. Once we found a working method he took over the rest.

- I worked on planning the demo with the entire team.
- I helped Arash implement the menu item for this task, and showed him how to update.

Q10. Comment on how well you managed your time over the time period allocated in the Course timetable to this team deliverable (i.e. the time between the prior team deliverable to this team deliverable).

Time was managed extremely well for this sprint. I spent only two hours to plan out each task and found that it cut down on the support meetings I had done in the past. We also completed our tasks effectively because I planned them all out based on features my members had worked with in the past. Our velocity for this sprint was incredible, although I would like to improve how quickly we test our code, since it can make our burndown chart seem rushed. This give us time to complete an incredible amount of user stories and complete comprehensive documentation for each task. The team was able to spend lots of time practicing the demo and it definitely paid off during our presentation.

Over all, the whole team is impressed with the velocity we had this week, our testing and documentation proves that none of the work was done sloppily. In past we had not documented enough in sprint 2, and not tested enough in sprint 1. We are very much looking forward to our last demo to show the final comparison between what we started with and what we developed.