**Craig McMillan – Final Project Evaluation**

**Project Management (Analysis):**

As this is the first time that I’ve wrote out a project plan of this size and it was initially quite daunting. I initially took a bit of time to get started however once I looked over all the information the structure came together quite quickly. I think I planned it out well with enough space to get things done and tried to make sure I got things done promptly. Project libre while free has been quite complicated to get to grips with and caused me a bit of frustration, I would consider finding another program to use for future projects.

**Requirements Report (Analysis):**

Having practiced writing requirements reports in both the NPA and the PDA classes, I felt confident going into the report. I’m happy to say that I managed to capture all the correct information included enough detail. I, for the requirements, did not give them labels. One of the comments I received was that labelling the functional requirements is important as you use that labelling when referring to them in the test logs. I’ll make sure I take that onboard for when writing the next requirements report.

**Design:**

Design always takes a bit longer, I feel. I tend to take a bit longer on the various aspects of design due to the importance of this stage. Also, I had to double check what was required for the diagrams as to fully understand what was expected. After having gone through the project, I feel I’ll retain a lot and have an easier time with it in the future. However, while I’m following the waterfall lifecycle, I will still take my time to avoid problems in the later stages. Regardless of the time it took, the feedback was positive, and it shows I took the correct approach in tackling this stage.

**Code:**

The bulk of the code came together quite quickly, having spent most of the classes covering coding, I now feel I have a good grasp on tacking projects of this scope. I’d like to be able to improve the project but some problems I haven’t been taught yet and are outside the scope of the project. I plan to look over some of the more advanced aspects of c# and hopefully implement them into this project in the future. Like with the project for the last course, I do need to learn to take more breaks while coding instead of rushing. If it’s been a whole day of coding, I tend to get frustrated when encountering a problem and then find it harder to come to the right solution. It is something that I need to work on, but I feel that will become easier as my understanding of the code improves.

**Testing:**

I feel the testing was straight forward as I had planned for it well in the earlier stages and made sure my testing plan was verified before moving on. As I worked on and completed parts of the code, I would have the testing document open and test as I go. It is the best approach and means when I’m done with the code, I’m also done with the tests. I’m confident that I caught everything and now that the code has been assessed, I am happy to say that I did. However, there are a few aspects of the code I’d like to improve, like verifying certain inputs. I tested for them as per best practices and verified the expected errors but solving the errors was outside the scope of the project. I’d like to learn how to resolve these so I can full remove the errors when testing and produce more robust code.