It has been ten weeks since our group formed, our property management project has achieved very great development. Our team can be divided in CS team and IS team and I am one of the IS team. CS team works on the programing and database while our IS students mainly focus on developing the user experience in terms of keeping contact with our client team and following their requirements to improve the features of our property management website, in the later period of this project we will also do the test work and provide our ideas to complete our product.

The first significant work we have done is create our user stories for this project, the reason I think it was important is that user stories demonstrate all the principles of invest and they are expression of the ideas behind the requirement. User stories also provide our understanding of our client’s goal, thus, they are essential and make a critical role for the following work of this project. My contribution for our user stories was prioritizing these stories with our client. This can be seen in the story cards file. I discussed with our client team for our stories and set priorities using MoSCoW, which is dividing them in four classes, must have, should have, could have and won’t have and estimated with story points.

Since our goal is to design a property management website, which is similar with many property renting website on the internet. So our IS team decided to create website data that our website could use. To do this, I searched on the analogous renting website and consult their business model, such as their search function, their ways of classification and the photos they provided for customer. This can be seen in the rar file named 13 townhouse. As far as I can see, this kind of research is important and necessary, because those property renting website are designed by professional and all their functions are set under customers’ feedback, which can be said as perfect and it is necessary for us to take as a reference. These information can be our database as well.

Release plan and sprint plan are also essential for our project because for our developer, release demonstrates our design, implement, and how we plan to deliver a sophisticated computing system for our client. My contribution for this part was making sprint plan. The goal of making sprint plan is to identify stories to be completed in a sprint and subsequently decompose them into implementation tasks. I discussed with our leader Nor and he prioritized stories from highest to lowest, since I do not have much experience of programing, our CS team helped me to break stories into tasks and provided estimating time of each task, this can be seen in the sprint plan file.

In week 7 workshop, our team had the first peer review to provide constructive feedback to our developers and our client team gave us feedback as well. I think this communication is essential because it is an opportunity for developers to recognize potential improvements of the product. In this section, Nor gave the presentation in the workshop and I wrote some of the business letter. I gave the suggestion and talked about issues that we think our developer might have. This can be seen in the business letter work file.

To prototyping and developing the user experience, I also showed my friends about our website which our CS team have developed and ask their feedback. All the feedback and suggestions can be concluded as following:

* Appearance of website is not attractive
* Functions are too simples and lack of innovation

In my opinion, collecting feedback is helpful for us during our project process, these can provide new idea when we develop our product and visually show our issues.