

Weeks 1-5

- As a client, what did you contribute to the specification of the project being developed for you?

During the process of developing user stories and outlining some key elements from the list of criteria for David's project, I would discuss with the development team about a few of the ideas or additional user stories that might have been suggested, either by giving feedback on which tasks required the most priority or asking why the additional tasks would be beneficial to the final product. Overall with this process I was playing the part of the developer but would chime in with a comment or suggestion as a client that could help

- As a developer, what did you contribute to the setting up of your team's environment, communication

Similar with the process of being a client and critiquing user stories, as a developer I would suggest user stories then break it all down into manageable tasks. The way we all communicated was through face to face meetings held before class or after class which can be seen in the meeting minutes for the first 5 weeks. Other interactions with team members and developers included a live chat room using Facebook messenger, VoIP chat for days that our team wasn't able to meet due to other commitments like work or health and during the weekly workshops. The way we shared our work through the first five weeks was using a combination of tools provided by us and some that we decided to use ourselves. For the large majority of files that were shared they were uploaded to the github that I personally set up for all members to share work, the next tool I used was jira. Jira allowed me to create tasks and assign them to each member of the group, so if we weren't able to communicate through any of the channels that I set up I could still submit task to the jira profile for any member to track their current jobs that they need to complete to be on schedule.

- As a developer, what did you contribute to the specification of the project you will develop?

During the early planning stages of David's Property Management project, my contributions to the project were mostly with planning what user stories my team and I would use along with setting dates and times for our group to meet and discuss the development of the sprint plan one. This was a way of discussing with the *Clients* as well as compiling all the stories and tasks into our final sprint plan documentation. With the documentation I used our stories as well as the specification sheet from David to develop relevant explanations of what each story was trying to achieve to help develop David's desired application as closely to his specification.

- Is there anything you can do to try to improve your team's performance?

Throughout the first five weeks of development, the overall performance of the group was great. Since there wasn't a lot of work to give out most of the sprint plan was divided amongst the group allowing for the sprint plan to be completed ahead of schedule which gave us more time to add additional stories and tasks to our sprint one if needed.

- Briefly discuss how you have contributed to the development of user stories;
 - Prioritisation of user stories
First thing that was done was going through the specification sheet and breaking down each requirement into a suitable user story. Each of us took a certain section of the spec sheet and we each were in charge of creating 5 user stories each. Since there wasn't equal amounts of stories to create I decided to create 8 user stories in total to help contributed more to this section.
 - Estimation of user stories
When estimating the user stories we wanted at least 15 to 20 for the project and a few extra to be additional stories if there was time after the main focus of the project was completed. For this part the 8 stories that I personally did I then priorities out of Must Have, Should Have, Could Have and Won't Have. Which then I took to the clients and discussed why I made those decision and if needed, altered them according to our discussion.
 - Development of the release plan
For the release plan for sprint one I was in charge of writing out the user stories we agreed on and the story points that we as a group decided would be an appropriate amount of time to complete the tasks required in sprint one. As well as writing the description of each group type of user stories and how they would affect the project. This section was helped by the other member in terms of cleaning up the format of the document and correcting any errors made before submission.
 - Discuss this with respect to both the project you are developing and the project you are client for

As the **developer** of the project the contribution to user stories was creating user stories, writing their requirements and priority to represent to the clients and get feedback on any changes that were required to align the stories closer to the requirements of the specification sheet.

As the **Client** of the project my contribution to the user stories was providing feed back to the developers about their proposed user stories and to check if they met the requirements of the specification sheet. If there needed to be any alternation I would suggest some changes to the user stories requirements and maybe priority if I felt like some of them were more necessary than the others.

Release 1

- Briefly discuss how you have contributed to the implementation and testing of functionality for user stories being developed in Sprint 1 Release 1

During the sprint one I helped organised the GitHub repo that would allow all members to submit their code or any other work that would contribute to the project and a chat room for everyday conversation during the project. When it came to which tasks I did during sprint one, I developed the SQL database for the site as well as populated the table fields with appropriate information that would allow us to test it. I also used the tool jira to add the tasks that were required for sprint one along with appropriate descriptions and deadline dates, then delegate this tasks to other members of the group.

- Is there anything you can do to try to improve your teams performance?

During our first sprint, organisation and time management took the back seat which resulted in our first sprint tasks not being completely finished. These tasks were then pushed back to sprint two. Ways that I could of mitigate these issues next time is organising the development environments that all our developers should of been using allowing for easy transition between one dev to another when working on the same task. Another aspect that I could of helped improved was regarding my own web development knowledge and ability. I have never built a website nor did I know any PHP to help with the backend development. Since sprint one, I have gone ahead and learned some basic PHP to be able to help more in sprint two.

- Briefly discuss how you have contributed to the implementation and testing of functionality for user stories being developed in Sprint 2 Release 1

Previously in the sprint one improvement section I state that I have't had any previous web development experience and couldn't contribute much when it came to backend php or even basic CSS styling. For sprint two on the other hand I took the time and learnt some basic PHP and was responsible for the Properties management page which was used to retrieve information from the database that I created in sprint one. This would allow David to Add, delete and update properties from the website instead of using a confusing SQL manager. I also created the Account management page which had similar functionality as the property management page but instead would allow users to update only account settings, information couldn't be added or deleted only updated. Lastly, I also created a form which would allow myself and anyone else who was testing the acceptance of any of the user stories to note down what was complete or incomplete, which then was stored and exported to PDF for the developers to view.

- Is there anything you can do to try to improve your teams performance?

Sprint two went a lot better then the previous sprint, most of the issues with the first sprint were to poor organisation and lack or experience and knowledge about coding for the web. The only real improvement I would personally need is a better understand of fundamentals of web development and design. Most of the project I was learning as a I went which meant a 1 to 2 hour tasks would take me 4, 5 or more hours to complete just because I'm trying to find resources to help me learn the tools required to finish the job.

Criteria

- Are concise and focussed
- Are a thoughtful and insightful personal reflection on the development activities by yourself and your team
- Are a thoughtful and insightful personal reflection on the client activities by yourself and your team
- Contain an insightful evaluation of actions noting good and bad options
- Contain an insightful choice of specific potential improvements offered to the team
- Consider multiple perspectives when appropriate
- Reflect in-depth engagement with the project