# Personal Portfolio

Jessica Cockett

N8625573

## Portfolio

|  |  |
| --- | --- |
|  | Artefact |
| Sprint 1 | * Prototype * Visual Aesthetic * User Stories * Sprint Plan * Product Testing * User Feedback * Sprint 1 - Cost * Budget |
| Sprint 2 | * Visual Aesthetic * Business Letter * Product Testing * Sprint Plan * Presentation WK 13 * User Feedback * Sprint 2 - Cost |

All files have been included in the GitHub repository underneath the branch; Jessica\_Cockett\_n8625573 and also within the zip file provided on BlackBoard.

### Sprint 1

#### Website Prototype (link: <https://sites.google.com/view/redhouserealestate/home> )

The website prototype was created through a third party website called Google Sites. With this website, I was able to create several pages and links that were intractable. By using this third party software, the team were able to generate an idea of what David required for his new website and how it be seamlessly integrated with his current procedures. The website provided several pages; Home, About Us (Agents), Join, and Contact Us. On the home page, a search box is illustrated with filtering options. This prototype contributed to the main design phase of the project and resulted in its structure deployment.

#### Adobe Colour Wheel (File: Visual Aesthetic – Colour Wheel.png)

This artefact was chosen before the creation of the Website Prototype. This colour wheel presents the colour scheme and general guidance for the project. The red and brown tones were chosen to illustrate the warmth, home-y and friendly environment that David wished to create for his current and potential clients. This particular colour scheme targets a more friendly and honest consumer as well. This colour wheel contributed to the main design phase of the project and resulted in its eventual design and branding for the delivery phase.

#### User Stories (File: Story-Cards-Template1.pptx)

Initially, the client and development team each created a list of user stories targeting a particular area of business that David wished to develop. On average, we created about five user stories each. One of my user stories was very similar to another user story when we combined them (highlighted in orange), therefore, it was combined with another story to ensure we weren’t doubling up on tasks. This particular task contributed to the creation of our final user stories list as well as our first and second sprint plan documentation.

#### Sprint Plan (File: Release and Sprint Plan\_1.docx)

The sprint plan created was a joint effort between all team members, more specifically, I did the final editing and created a number of tasks contributing to each story in Sprint 1. This created a step by step process for the team to follow. All completed steps were recorded in JIRA to ensure we were on track to finish the project by the due date.

#### Product Testing (File: Story-Test-Results-Google-Forms.pdf)

For the first sprint, I was allocated to do some acceptance and product testing. Out of the six of stories, I completed two of the story acceptance tests. These entries were recorded through a google doc and I also created a document to record my thoughts and feedback on the testing phase. This user feedback form is described in further detail next. Product and acceptance testing is vital to the project creation and development phases, this is to ensure that the project team has completed a certain requirement and has delivered this at a certain level of professionalism.

#### User Feedback (File: Sprint 1 – Feedback.docx)

This file contains the feedback that I provided after completing acceptance tests. This form was created for further progress and usability changes in regards to the project. I believe this is a continuous cycle of creating a project and ensuring that it provides a successful outcome for the client and engagement. This particular artefact proves its contribution to the project so that the team can improve on their project and its’ user interface.

#### Cost (File: Sprint 1 – Cost.xlsx)

By creating a costings file, I am able to dictate how much the first phase of the project will cost the client. In a real world scenario this would also form as part of the payment plan and how the project team would expect it to be paid. This file is dedicated specifically to Sprint 1 of the project and dictates how much it will cost the client. A further breakdown of which areas cost what is also provided. This contributes to the project and guides what technical skills are involved in each step of the process.

#### Budget (File: Budget.xlsx)

I created a budget file during the first few weeks we initially started the project as I believe ensuring that the client understands how much the expected engagement is going to cost is vital to the success of an engagement. This budget file includes a thorough and clear outline as to what and who is going to cost what.

### Sprint 2

#### Red House Real Estate Logo and Banner (File: RedHouse\_Banner.png)

This logo and banner was created through a third party application that creates high quality logos and pictures. The purpose of this artefact was to create a brand for the client by utilising the Website Prototype and the Adobe Colour Wheel created in Sprint 1. This artefact contributed to the end product of the website and guided the colour scheme and layout of the final website to provide seamless integration with searching capabilities and the user interface.

#### Business Letter (File: Business letter Group 4.docx)

The business letter was created after initially gaining insight into another group’s progress on their project with their client David. This business letter was created with the help of Phyllis Yaw as we are both Information Systems students and this was more tailored to our area of expertise. We were able to provide constructive feedback to the other team and providing suggestions on what could be done better. This proved to be a vital artefact for the project as we were able to grasp what further feedback we could present ourselves for the project.

#### Product Testing (File: Story-Test-Results-Google-Forms.pdf)

For the second sprint, I was again allocated to do some acceptance and product testing. Out of the six of stories, I completed one of the story acceptance tests. This was due to some stories not being completed on time. Some of these acceptance tests could not be completed as they final story tasks were not completed and we could not get these features to function correctly. These entries were recorded through a google doc and I also created a document to record my thoughts and feedback on the testing phase. This user feedback form is described in further detail later. Product and acceptance testing is vital to the project creation and development phases, this is to ensure that the project team has completed a certain requirement and has delivered this at a certain level of professionalism.

#### Sprint Plan (File: Sprint-Plan-Second-Sprint.docx)

The Sprint 2 planning file was created once the first sprint plan was completed. In addition to the sprint 2 stories that were stated in the original Sprint 1 release, some stories were pushed back into the second sprint as we were unable to complete these in time for the first sprint. The sprint plan created was a joint effort between all team members, more specifically, I did the final editing and created a number of tasks contributing to each story in Sprint 2. As per Sprint 1, this created a step by step process for the team to follow. All completed steps were recorded in JIRA to ensure we were on track to finish the project by the due date.

#### Presentation (File: IFB299 – Final Presentation.pptx)

In our final week, we were to present our final project before the second release was to begin. In this presentation, I included a system architecture structure as well as a list of what stories were currently in progress and completed. These stories were listed further in detail as well as some screen shots of our final product. In any professional engagement, communication is vital to the success of an engagement. Therefore, our team deemed it important that when demonstrating the product, a PowerPoint listing the current progress and issues that the team had encountered would be necessary. This provides clarity to the project and rapport with the client team.

#### User Feedback (File: Sprint 2- Feedback.docx)

This file contains the feedback that I provided after completing acceptance tests. This form was created for further progress and usability changes in regards to the project. I believe this is a continuous cycle of creating a project and ensuring that it provides a successful outcome for the client and engagement. This particular artefact proves its contribution to the project so that the team can improve on their project and its’ user interface.

#### Cost (File: Sprint 2 – Cost.xlsx)

By creating a costings file, I am able to dictate how much the first phase of the project will cost the client. In a real world scenario this would also form as part of the payment plan and how the project team would expect it to be paid. This file is dedicated specifically to Sprint 2 of the project and dictates how much it will cost the client. A further breakdown of which areas cost what is also provided. This contributes to the project and guides what technical skills are involved in each step of the process.