Draft STARL Report

Group Project

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Teamwork

Behavioural Indicators

* Accepts help and support from other team members
* Listens to others and works to reach a compromise.
* Ability to work with individuals from different backgrounds.

Situation

As part of our Edinburgh Napier University group project, we were tasked with forming a group and developing an application for a chosen client. This project was intended to simulate a real-world industry process of working with a client and a group work environment. This project would see a small group of students share their skills over a twelve-week period to accomplish the final product given by the client, whilst also improving our own skills and learning new ones.

Task

My role in the team was to work on the Front-End development of the application. This meant that, along with one other team member, I was tasked with developing the interface for the application. We would develop the site which the end users would interact with to access the database. We also had to ensure that the interface which we created looked tidy, professional, and was highly accessible for users of all levels of experience and abilities.

The main task for our sub-team was to create a webpage using HTML code, which would be connected to a Python file created by the back-end development team run as a Python Flask application. Using my knowledge of HTML coding and CSS styling, I would have to create professional and functional web pages.

Action

When first implementing this interface, we decided on using simple HTML pages, made from scratch, with a CSS style sheet involved. I first decided on this method of implementation as it was a style of coding which I was most familiar with, so therefore I thought it would be sensible to work with what I knew best. However, when it came to connecting these pages with the Python code which the back-end development team had designed, the HTML pages did not appear correctly. Many of the features were lost, such as fonts and colours, which made the pages look messy and unprofessional. On top of this, the navigation for the application was not suitable for the back-end team and made connecting their work much more difficult.

Because of this, it was suggested by the back-end team that we implement our HTML code using Bootstrap templates. Bootstrap templates make implementation easier in terms of both program code and visual appearance. We decided to take their advice and began to implement our pages using Bootstrap templates.

Result

As a result, the pages which we produced at the next meeting were a vast improvement to the ones shown the week before. The other team members agreed that the pages had come along much quicker and a clear difference was seen from the week before. On top of this, the back-end developers agreed that the use of Bootstrap templates had not only made the site appear much more professional, but had also made their jobs much easier, as the Bootstrap pages were much clearer to work with and adjust to the need of their code.

Learning

When working in a team with others, different methodologies will often be employed, and not everyone will share the same skill sets. Therefore, it is important to communicate ideas between members, as this can often improve the process for others. It also shows the importance in listening to new ideas, and taking different approaches from what you are familiar with. While you may be required to learn some extra skills, the exchange of knowledge and skills will often pay off.

Appendix

1

Meeting Minutes 27/2/2023

In Attendance: Joe Black, Rory Mackintosh, Daniel Beardmore, Jonathan Cloke, Duncan Hastie

Absent: John Johnston

Team agreed that communication and progress was still going well - we discussed that we are ahead of the weekly schedule

Very brief correspondence with the sponsor, Iain Duncan. We discussed that there were no obstacles present, but Iain stressed the importance of beginning to write up some high quality STARL examples.

Jonathan mentioned that the group could pursue writing in the “Working from different backgrounds” category. The team members come from a variety of age groups, and the good teamwork so far reflects our ability to work together. The team agreed that this would be a good example to work on.

Rory discussed using Bootstrap and Jinja2 templates for our HTML pages, which would help with layout and structuring the site. The Front-end team agreed that this would be beneficial for both the Front-End and Back-End implementation.

2

Meeting minutes 6/3/2023

Present: John Johnston, Joe Black, Rory Mackintosh, Daniel Beardmore, Duncan Hastie, Jonathan Cloke

Absent: None

STARL draft – Draft due on Friday. Intro should be between one and two pages, conclusion half a page approx. Report overall should be around 5.5 to 6 pages long. Final report should contain around 5 pages per person.

Images - We discussed issues with Python and including images in the database and including the actual image itself as opposed to a link for each. Iain considered if these images were necessary, however it was agreed that images were important as it allows users to visualise items, and loan tools without knowing the names of what they are looking for.

Iain once again stressed the importance of taking down notes as evidence for our STARL examples.

Working Prototype – A working prototype was shown for the site. John gave several pointers on how to improve the site, as some features were not yet included. This included some images not loading properly, the login page, and some extra details and sections added within pages.

Change to Bootstrap – John wanted to note the change to Bootstrap as a change for the risk register. The reasoning is straightforward – as it streamlines the implementation and makes the pages much more usable for team members all around. It is important to note this change as it can be used as evidence for our STARL report, as we have made changes based on feedback to streamline the project.

Visual aides – Our feedback from PIR stated that our report could feature more evidence and information presented visually.

“Exemplary evidence” - The team should focus on giving “good” evidence, and not exemplary – the reason for this is that it is very difficult to achieve marks for exemplary work, and the difference is negligible in terms of how many marks are achieved for this.