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Rapid App Development

AT2 Master Document

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Sprint One

Scrum Master Jyle Darling

# Source Control Snapshots

Current Project status can be viewed at: <https://github.com/Jely101/RAD/projects/1>

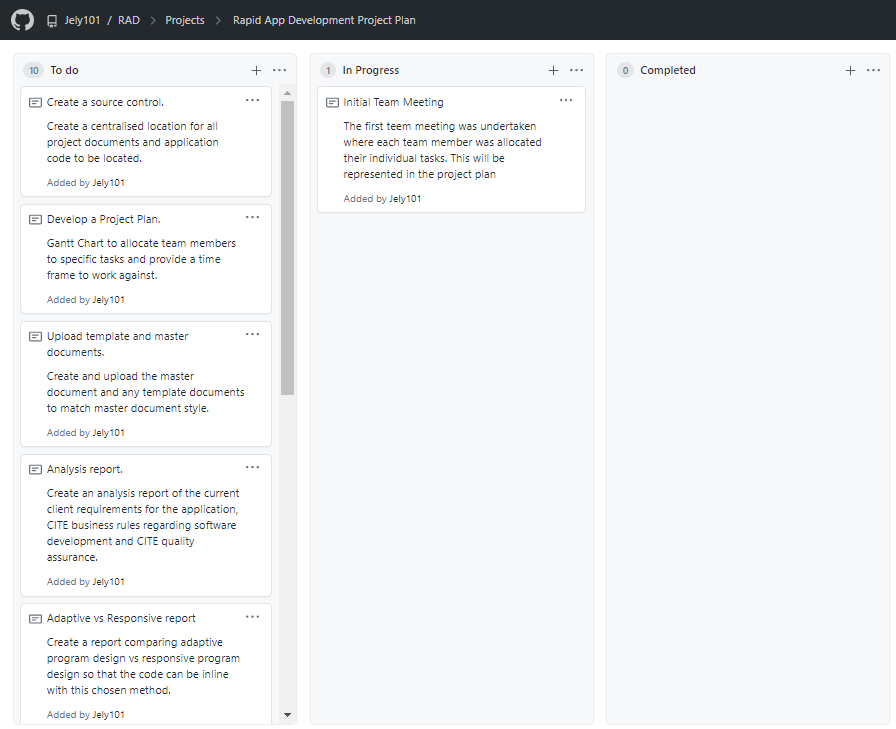


Figure 1 Project development cards. Taken at the end of the first meeting.

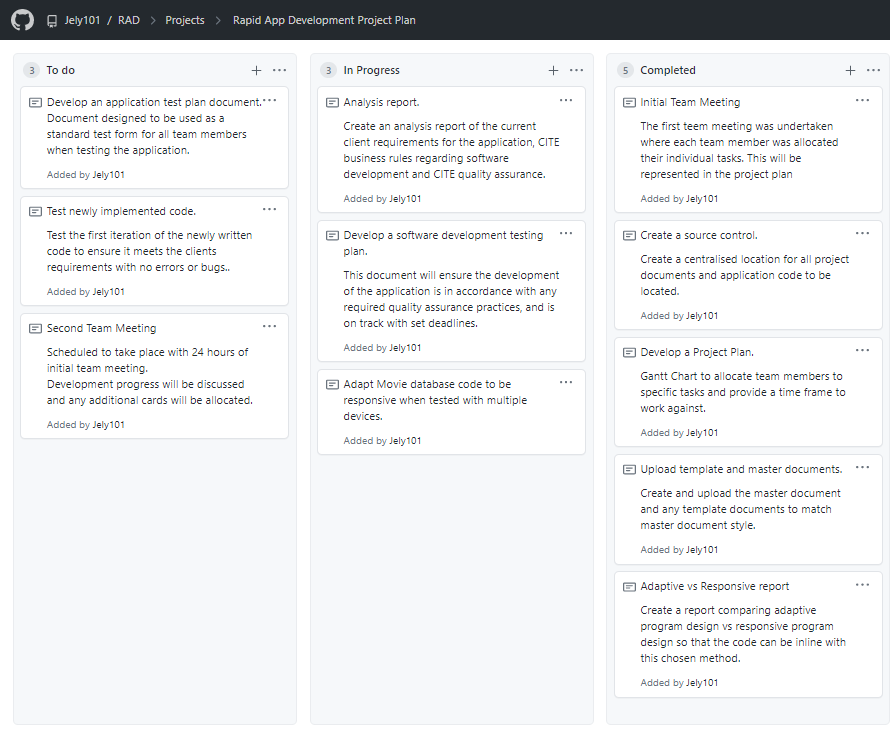


Figure 2 Project development cards. Taken at the end of the first day.

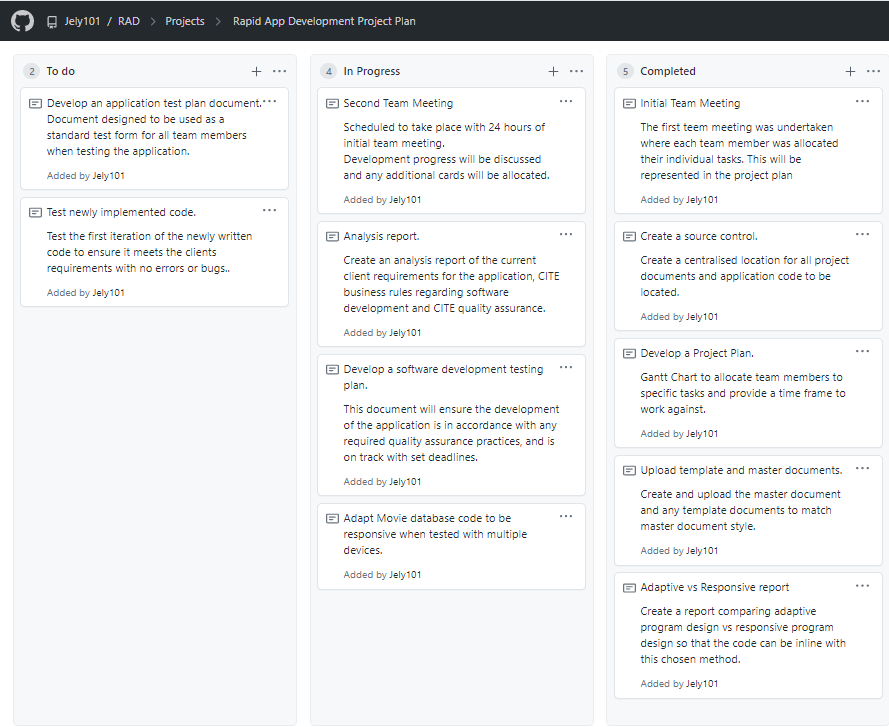


Figure 3 Project development cards. Taken at the end of the second team meeting.

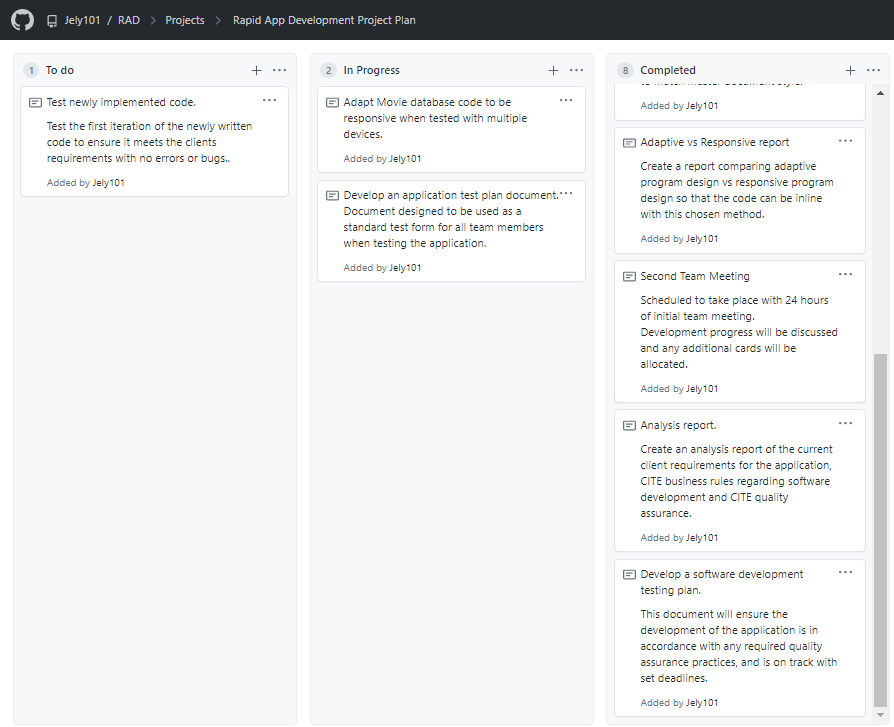


Figure 4 Project development cards. Taken at the end of the second day.

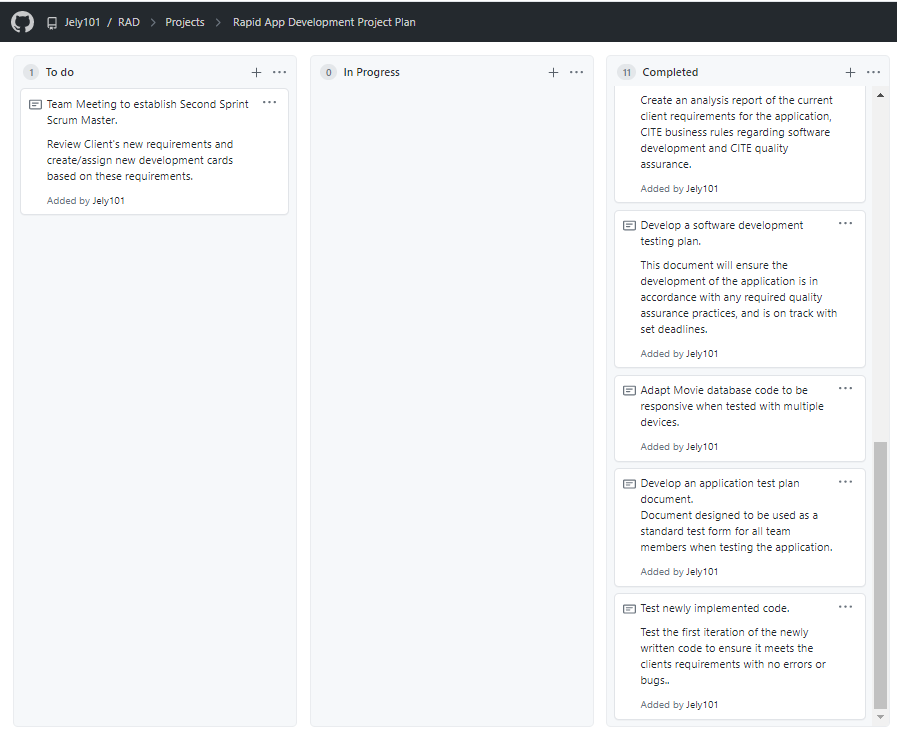
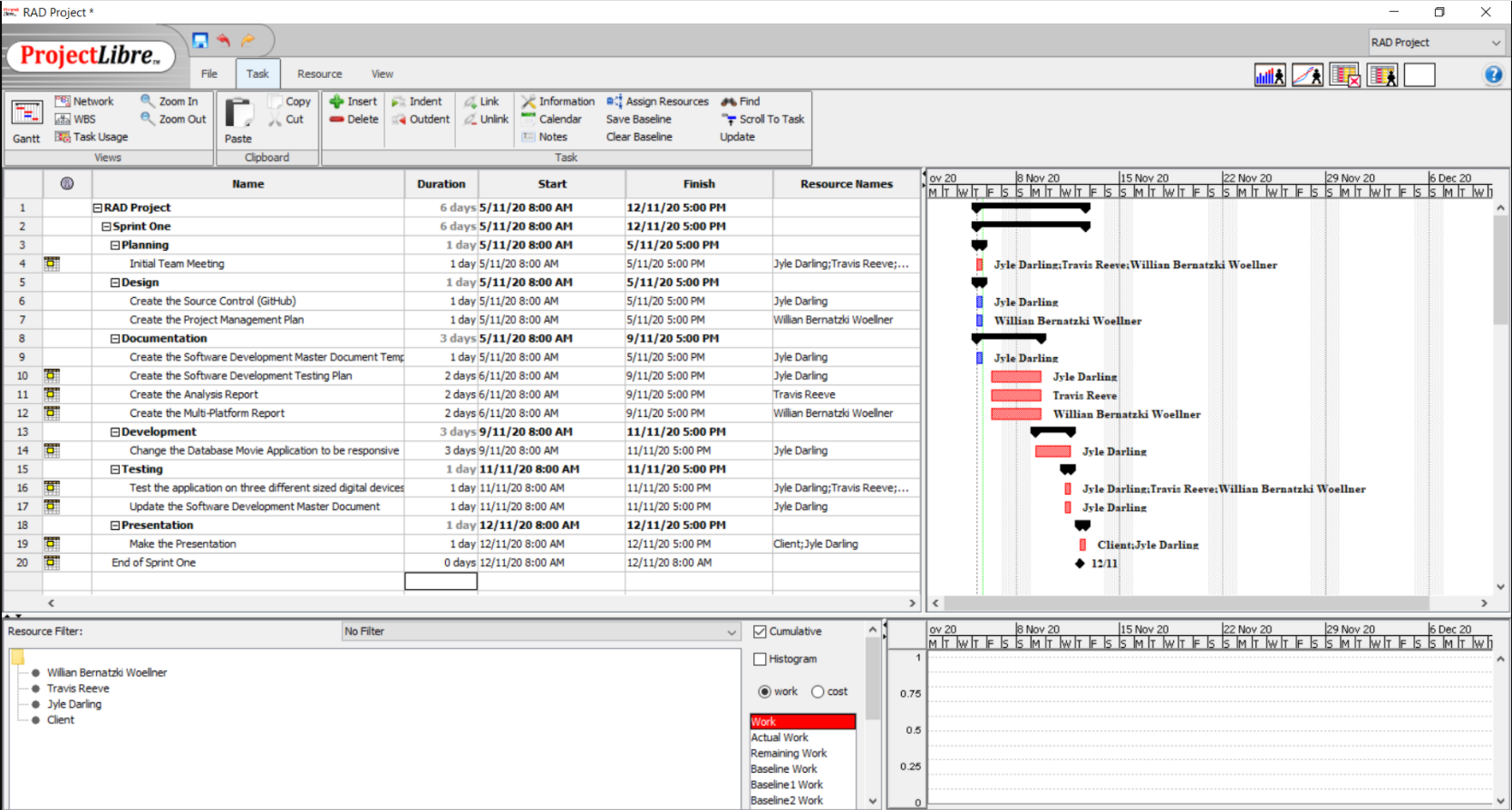


Figure 5 Project development cards. Taken at the end of the fifth day.

# Project Management Plan (Sprint one)



The current project plan can be accessed and downloaded at:

<https://github.com/Jely101/RAD/blob/main/Project%20Management%20Plan.pod>

# Software Development Testing Plan

# Analysis Report

## CITE Business rules

CITE managed services has a set of business rule that define the development process for all projects. These business rules include.

* Client’s interests always come first.
* We are performance orientated and unafraid to make decisions and be accountable for those decisions.
* Without compromise we will operate in an ethical manner and in compliance with regulations.
* We aim to deliver the best products and service in the market.
* We will constantly strive to find a better solution to a client’s problem.
* Individual creativity is encouraged to create a great team working environment.
* Be capable of undertaking the largest projects our clients could conceive while remaining small enough to maintain the loyalty and comradery of all of our clients.
* We anticipate changes in the markets and technologies and will deliver the latest service, tools and technologies to our clients.
* While we strive to grow our business aggressively, we will always be fair competitors and will never denigrate other firms.
* We expect our people to maintain high ethical standards in everything they do.

## CITE Quality assurance

CITE managed services has a quality management system comprising a complex set of engineering and managerial activities that ensure bespoke quality of delivered software throughout the entire workflow. Their procedures and regulations are based on industry standards and best practices. Product lifecycle monitoring ensures compliance with processes and guidelines. Product quality verification and validation ensures all products comply with client business needs and expectations. CITE promotes effective collaboration between all project team members. To ensure all CITE software is of a high quality all project follow these steps in quality management.

Quality planning – A plan that govern the applicable set of standards, regulations, procedures, guidelines and tools during the development lifecycle in each project.

Quality assurance – Established processes that evaluate project performance and aim to assure that quality standards are being followed and that the deliverables comply with customer requirements.

Quality control – Measuring performance trends to identify defective pieces of code, verify that deliverables are of a high quality and that they are complete and correct.

CITE has an independent quality assurance department responsible for full-cycle quality testing, document and code reviews, defect tracking, configuration management process monitoring and risk management. A lead quality specialist is involved in initial business analysis and requirement specifications on all projects. The quality assurance team will provide reports on functional and regression testing, GUI and usability testing, accessibility testing, compatibility testing, performance testing, installation and configuration testing, system and integration testing, security testing, localization and internationalization testing and user acceptance testing.

## ACME Development requirements

The development requirements for this Movie Database application are.

* Use a RAD and agile software lifecycle methodology for development.
* Must be usable across all major digital platforms.
* A Multi-platform report on the merits of the two design options, adaptive and responsive.
* Rework the prototype to use the chosen design option.
* Movie database hosted on cloud or local server.
* A testing plan for the prototype.

# Multi-Platform Report

## Adaptive Design

Adaptive designs consist of multiple renditions of the same design – one for each size, as chosen by the designer or UI developer. Each version of the design is assigned to specific browser widths, called ‘anchor points’. Anchor points tell the browser exactly when to jump to the next layout. (Erickson, 2020)

Instead of using percentages, an adaptive design will utilize exactly one static layout per each anchor point, and adjust to the screen size once that anchor point has been detected. (Erickson, 2020)

Adaptive design can be complex because the designers have to create some different designs on the same page.

Pros and Cons of Adaptive Design. (Charlton, 2014)

|  |  |
| --- | --- |
| **Pros** | **Cons** |
| Super-efficient page loads: Adaptive websites are much better for load time performance and overall user experience. This is because adaptive delivery works by only transferring those assets necessary for the specific device and optimizing images and multimedia content on the fly to suit display resolution and size. | Resource and budget heavy: Adaptive requires a large team of developers and the budget to handle the complexity that comes with choosing to develop and support an adaptive site. |
| No need to scratch your existing website completely: Developers don’t have to go back to the drawing board and re-code the existing website from scratch. | Complexity: Adaptive is a good approach, but creating too many separate designs takes a lot of work and can defeat the purpose of trying to use one set of content on one URL. |

## Responsive Design

In Responsive Design, a website will change its appearance based on the viewport of the browser. Typically developers use the width of the browser as the variable which determines the size of the dynamically changing elements on the page. (Erickson, 2020)

A responsive website is entirely fluid and will adjust and respond to the viewport no matter the size of the browser window (or screen). That is because it uses percentage-based CSS rules to change the style based on the device size. (Erickson, 2020)

Pros and Cons of Adaptive Design. (Jia, 2017)

|  |  |
| --- | --- |
| **Pros** | **Cons** |
| Save cost on responsive web design development: Comparing with the development of websites on PC, iPad, and mobile phones, responsive design is more conducive to saving design and development costs. | Slow down the loading: It will take longer to load for some responsive websites. It’s not a big deal because some unnecessary HTML/CSS will be loaded. |
| User experience friendly: The responsive design can provide users with a friendly web interface, as it can adapt to almost all devices on the screen, including smartphones, tablets, TV, PC monitors, iPhone, and Android phones which contribute to the mobile-friendly website design. | Bad compatibility for the old version of the IE browser: If the site users are mostly using the old version of IE, it is not recommended to do responsive design. |

## The Choice

Analysing the whole scenario of the application, where it needs to be across all major digital devices, the choice of the developer team is the Responsive Design. The main points for this choice are:

* The current website is easier to change to Responsive Design
* There are many templates available to use in a future change. For example Bootstrap
* There is no need for many developers to make the change.
* The development time is less than use Adaptive Design.
* The cost of the project is less because the time is less and there are fewer resources involved in the project.

# Demonstration Images

# Application Testing Documentation

Sprint Two

Scrum Master

Sprint Three

Scrum Master