

Team 07

COM4525 Team Marks and Feedback (Autumn)

Please note: The marks below are combined and adjusted using peer assessment to determine your individual marks which are shown on your individual feedback.

Team Project

Criteria	Mark	Comments
Customer Research	72%	<p><i>Extensive customer research is essential to gather the information needed to effectively solve a genuine problem. This criterion reflects how well you conduct such research and record the findings in an appropriate format for development, and how well you adapt when research suggests that changes are required.</i></p> <p><i>How effectively you conduct customer research, analyse the findings and incorporate these in your work</i></p> <p>You have identified, and contacted a good number of potential customers when validating your idea. The methods for conducting your research are appropriate for the questions you are trying to answer. It will be important to keep this up as you progress into building your product and gathering feedback from potential users. The questions you ask are good and you avoid too many closed or leading questions which may skew your results. Your documentation of this research is thorough and well thought out. The data you have collected is clear and presented well. It is good to see that you have collated your findings into a summary document. This will help you when building on this information in the future.</p> <p><i>The quality of your personas, including how well implications relate to context and goals</i></p> <p>You have used an appropriate format to document your personas. The contexts you have identified seem relevant to your potential customer base. The goals appear realistic according to the research you have conducted. You have successfully analysed the context and goals and determined some good implications. It is nice to see the links between your context and goals to their associated implications. This is a useful technique to see that you have fully understood the needs of your users. You have included appropriate references back to your customer research so it is clear for us to see why each of these points is required.</p> <p><i>How effectively you refine your lean canvas as you learn about your problem and potential customers</i></p> <p>The iterative use of your lean canvas is good. You have made effective use of each version to develop your ideas. Your final version of the canvas shows a clear understanding of your chosen problem area. In particular your ability to create well articulated problem questions is good to see. It is clear that you have a well thought out solution and understand the value and benefits you could bring to potential customers. You have shown some good consideration of revenue and how you could make this a sustainable business idea. It would be nice to see some reasoning behind why these are appropriate revenue streams. You have identified</p>

		<p>sensible channels for contacting your target market based on your customer research. You show a good understanding of the use of metrics, and the ones you suggest monitoring seem sensible according to lean product development principles. To improve, it would be good to see your reasoning behind why these metrics are useful; what would you be able to do with this data once collected?</p> <p><i>The quality of your customer experience maps, including consideration of positive and negative events</i></p> <p>You have used an appropriate format for your experience maps. They are clear and easy to read. The touchpoints you have identified are sensible according to the problem you are investigating and the research you have conducted so far. You show a good understanding of the thought processes your personas would be going through at each touchpoint. It is good to see you show an indication of where you think the experiences could be improved. Generally you have created very thorough and detailed maps, with lots of additional information to aid our understanding. To improve your experience maps you may wish to include an additional map showing the more positive experience that you hope to deliver through the use of your product.</p> <p><i>The quality of your story map, including how well you organise stories into iterations according to priority</i></p> <p>Your story map indicates good high-level goals. These are broken down into appropriately sized mid-level goals. The stories you have split these down into are appropriately sized for use during development. They are small enough that they can be individually estimated and prioritised independently. From reading your story map it seems you have not included the product owner side of the application. This is important as from a data protection perspective you are collecting personal data from customers and this should be kept in a safe and secure manner. The story map is a good tool to help you identify the wider scope of your project and aid in your planning. It also is a fairly visual way to ensure you have considered all of your potential users' goals; this can help avoid too many unexpected surprises during development. To improve, you would benefit from prioritising your story map into iterations, putting the stories which will provide the most value to your users first (as well as those which are necessary to develop first from a technical perspective). This will help you when planning your workload.</p>
Landing Page Design	70%	<p><i>An effective landing page is an important tool for gaining feedback and understanding before investing valuable time potentially building the wrong product. This criterion reflects how well you use the outcomes of your research to design a landing page that can be used to test your assumptions.</i></p> <p><i>How effectively you have used a variety of relevant and appropriate content to inform and persuade potential customers (e.g. features, benefits, pricing, screenshots, comparisons, case studies, etc)</i></p> <p>It is clear from the content in your mockup what the problem you are trying to solve is. This is beneficial as people are more likely to engage with your product if they understand how it would benefit them. You have clearly outlined in your landing page how you intend to solve the problem you</p>

	<p>have identified. In particular it is nice to see <<a list of benefits you will provide/the list of features you include/the list of features you include in each pricing bracket>>. It is nice to see you considering and presenting clear pricing options. Illustrating your landing page with screenshots of your intended product in use helps potential customers have a better understanding of what they are buying. If you use screenshots where you have indicating "a colourful graphic to attract customers" these could be a really good method to convince your potential customers that your product will solve their problems. In a consumer market, potential customers place value in the opinions of others. The inclusion of positive case studies or customer reviews is beneficial in helping persuade them to convert from potential to actual customer.</p> <p><i>How effectively you have used a variety of suitable and effective routes to engage with potential customers (e.g. functions to share content via email and/or social media, download documents, make your landing page more accessible to search engines, etc)</i></p> <p>Social media has been proven to offer many benefits to business owners, as it allows them to reach out to their customers and to gain the attention of more people/potential customers. It is good to see that you have considered this aspect of your marketing strategy, evidenced in your landing page. You could consider utilising social media sharing for different aspects of your product, the different features for example. Not only would that spread the word about your product, but it would also ensure that the content being published was not always identical. You could also use it as a metric to track which aspects of your product are most important to potential customers. You may want to consider the idea of referrals as a way to engage future users. Providing a discount or extra feature for customers who refer their friends is a proven method to build a customer base. As a marketing tool, you may find that your landing page cannot contain all of the detailed information your customers may wish to know. Perhaps you could consider some downloadable materials to satisfy this need. This is both a good method to provide customers with additional information to persuade them, but also a way to monitor how potential customers are engaged, and provide you with a better idea of what information you do and don't need to include on your landing page. You might consider an interactive demonstration on your landing page. These are a great tool to allow potential customers to investigate whether your product is right for them or not. This would take your video demonstration to the next step. Your content and visual information architecture suggests some good consideration of search engine accessibility. By using keywords in the content and main headings on the page, you will make it easier for your landing page to turn up in search engine results.</p> <p><i>The extent to which you have used a variety of suitable and effective methods for measuring customer interest (e.g. functions to submit forms and collect the data, track usage and generate meaningful reports, etc)</i></p> <p>You have included the product owner facing side of your landing page. It is good to have a place for you to easily see all of the metrics you are capturing in one place. It is good to see you have included a way for potential customers to sign up and register their interest. You should consider what questions you want to ask in such a form. Are you just</p>
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		<p>interested in whether people will sign up or not? Or could you collect a few bits of additional information that will help you understand your user base better? For example; you could ask about role or industrial sector, which could help you focus on a more specific target market. It is good to see you consider how you will see and engage with users who complete your sign up form. Displaying the contact details and providing a newsletter-style publishing feature will help you make good use of the information potential customers provide. It is good that you have provided a way for you as product owners to see and engage with the metrics you have captured, other than looking directly at the raw data. The metrics you have chosen to display are useful for helping you understand how your landing page visitors are engaging in the site and the product. In particular, it is good to see you consider the different levels of subscription people are interested in, but also considering this over time. This can help you understand if the non-landing page elements of your marketing strategy are working as expected. You have paid good attention to how these metrics will be displayed, beyond a straight forward tabular format. This shows a good understanding of how the information might be used in future to modify the content of the landing page or product. You may want to consider whether pie charts are the most useful display choice for some of your data, for example geographic location.</p> <p><i>The quality of your final mockup, including use of annotations and interactivity</i></p> <p>The design you have come up with for your landing page is very good quality. In particular it is good to see a clean and minimal design with good use of typography and colour. Very modern feel. You have ensured that all of the features detailed in your story map are included in your mockup. This is useful as you could use your mockup to gather initial feedback from potential customers, asking does it contain the information that they would visit a landing page for, does the layout make sense for wayfinding etc. You have included interactivity in your mockup, which is good to see, and helps potential customers understand what they could expect from a landing page or product. You have made a thorough effort on the interactivity of your mockup. This level of effort with regards your interactivity aids potential users in giving you useful feedback which can be applied to the end product, whilst saving you the time of having to build it fully first. It is good to see annotations explaining the functionality of your mockup in more detail. This is useful as it is often not possible to fully emulate expected behaviour in a PDF, but your annotations can help a potential user understand what would be happening or shown at certain points. In particular it is nice to see the reasoning behind your metrics, this is very clear and easy to understand.</p>
Coding & Testing	68%	<p><i>As part of this project you will be expected to produce an application using Ruby on Rails. This should be adequately tested using relevant tools such as RSpec. This criterion reflects how well you are able to apply coding and testing practices to create a maintainable and robust application.</i></p> <p><i>The extent to which you have adhered to a coding standard</i></p> <p>You linked to many style guides, including Javascript, Rails, Rspec and CSS. You seem to have stuck to these for the most part.</p>

		<p><i>How well you have managed your code in version control</i></p> <p>The commits are almost exclusively by one member of the team, and typically take place overnight. Your commits appear to be of a generally appropriate size and frequency. Commit messages are generally of a good standard. You did not deploy frequently enough, it looks like the first attempt was less than a week before the hand in and then you only deployed once after that.</p> <p><i>How well you have used automated testing to improve the robustness of your application</i></p> <p>It is possible to get all your tests to pass. Three tests in "metrics_helper_spec" fail when run as a full suite but pass on their own. This is something to investigate and fix in future. Your coverage number is remarkably high, but as mentioned in detail in the testing class, this on its own is not a good metric. An example of this discrepancy in with your test for the "ApplicationController#flash_class" you only have expectations for one of the three possible results on this method. Your "MetricsController#update_graph_time" test provides very little value. That is at best, a test that Rails behaviors as documented as your application in no way references or otherwise handles this. The fact that you return from this method if no value if submitted further suggests this isn't a behavior of your programme you are assessing. Despite this your overall test suite is reasonably comprehensive. Your feature tests are well structured, and it's nice to see the use of shared examples to tidy them up. Your "metrics_helper_spec" would benefit from more examples or scenarios to cover a wider range of circumstances.</p> <p><i>How well you have architected and refactored your code to ensure that it is maintainable</i></p> <p>Your "MetricsController" has quite a lot of logic. You should consider pulling this out into a series of unit tested services classes. The same is true for your newsletter controller. Method names such as "getter" would benefit from being more descriptive. Traditionally modules in "helpers" are used for display logic. Your MetricsHelper would perhaps be better as a class than a helper module. Some of your views have quite a lot of logic and queries. Display logic would be better in, for example, a decorator, and queries and business logic would be better in classes.</p>
Quality	75%	<p><i>It is important that the software you produce can be successfully used by potential customers. This criterion reflects how well you are able to provide complete solutions to problems, in a secure and user friendly way that is a genuine improvement on previous or alternative processes.</i></p> <p><i>How complete your application is (note: this does not mean every identified feature) and how well it fulfils its purpose</i></p> <p>Your landing page provides potential customers with a fair amount of information about what you will be building and how it might solve some of their specific problems. You have included functionality for users to register their interest in your product which will provide you some of the most important data regarding whether your product is a good idea and something they will use. You have made a good effort in monitoring a variety of useful metrics and displaying the outputs in a sensible way. As well as an informative and persuasive tool for gaining potential customers,</p>

		<p>landing pages can provide you as product owners with valuable information when making decisions about what features to include, or pricing plans to offer etc. It is particularly nice to see that each feature you have attempted to build has been fully completed and doesn't leave any loose ends. You have given an extensive accompanying document alongside your demo site, detailing the various metrics you capture. This didn't include how we should log in to the system. It was not clear that our Sheffield Google accounts had been set up for use. Please bear this in mind next semester.</p>
Process	65%	<p><i>Following an Agile process is an effective way of developing software with frequently changing requirements. This criterion reflects how well you manage your project such that changing requirements and customer feedback can be seamlessly integrated whilst still maintaining a high level of quality.</i></p> <p><i>How effectively you use the Kanban Board and Burnup Chart to record, monitor and prioritise development tasks and scope</i> It is evident from your burnup chart you have made use of your Kanban board, which has provided you with useful information about your process and how you are working. There has been regular activity on the board from initial estimations through to development and deployment, which appears to have supported you in keeping the project on track, and accurately representing your current work status. Your Burnup Chart has provided you with useful information to improve your process.</p> <p><i>The extent to which you frequently deploy your working prototypes</i> Your team repository has a demo branch in place. The time between your first commits and deployment is not very timely at the start of the project which does not support an iterative approach to deployment and prototyping. Ideally once you have completed development of a story or small group of stories, they should be deployed to your demo site. Deployments seem to have been made infrequently to your demo site, with the tendency for most to be before the hand-in date. This shows a back-loaded working pattern, which you may want to consider as this leaves limited time for reviews of any unexpected issues during deployment.</p> <p><i>How effectively you formulate plans and allocate tasks</i> You have created quite a thorough plan of the various tasks you were required to carry out, which builds upon the suggested list of tasks and completion dates that we provided. You have efficiently broken down large tasks into subtasks, and demonstrated a pragmatic approach to managing more complex tasks. The documentation of your meetings and process are captured well, with good detail to provide useful records for later reference. Individual tasks have been assigned timeframes in order to manage deadlines. To support accountability for actions and manage the workload of your team, specific individuals were effectively assigned and made responsible for actions and deadlines.</p> <p><i>How effectively you identify and manage risks (both threats and opportunities)</i> You have identified a broad range of threats which shows a good</p>

		<p>understanding of the risks to your project. Advantageously, you have also identified opportunities that could be taken used to benefit your project. Your risks were updated regularly and re-estimated where appropriate, which shows your understanding of how risks change over time, and has supported your ability to make informed decisions about the delivery of your project. The probability, impact and calculated exposure are reasonable, with good and in-depth supporting explanations as to impacts and why these may be problematic. It is particularly good to see your considerations into the actions you could take to reduce the likelihood or impact of threats should they happen, or increase the likelihood or impact of the opportunities. The actions you suggest taking as a result of your risk identification and estimation are sensible and should be effective in achieving the desired outcome.</p>
Team Project Mark		70%

Team 07

COM4525 Team Retrospective Marks and Feedback

Please note: The mark below will be adjusted using peer assessment to determine your individual mark which is shown on your individual feedback.

How well your retrospective is organised, including the appropriateness of your retrospective style

Your preparation for the retrospective was good, appropriate materials were requested in advance. The team arrived slightly early to arrange the room as required. You may have benefitted from moving some furniture to allow better access to the whiteboard. Your modified retrospective style was appropriate for this point in your project. In particular it was nice to see a format encouraging an understanding of what needs to be done, when and by whom, but also importantly why you are doing it.

How well your retrospective is facilitated, including how the discussion keeps on track

Jia was a well-prepared and confident facilitator throughout. You made mention of the retrospective prime directive with a good summary in your own words, showing understanding of its importance. You also checked everyone was on board with it, which is key given the nature of the discussions you may be about to have. You clearly explained the style and timeboxed each section of the meeting. It was good to see the involvement of other team members, monitoring the time and showing how many minutes are left in each section with a paper sign. Due to the strict time keeping, however, some sections felt a bit rushed. You could have been a little more flexible with the timing to allow some discussions to reach a more natural conclusion.

Despite several specific examples in your discussion relating to specific members (largely volunteered by the person in question), the discussion maintained objectivity and was dealt with professionally. This led to a very collaborative atmosphere. Everyone pitched in with keeping the session running and on track.

How well the team engages in the retrospective and the quality of the discussion

You focussed on the time since the last retrospective, identifying several issues along the way. Your chosen style guided you nicely through analysing why an issue was problematic, how you can tell that it is problematic (e.g. what can you feel or observe), where the issue can be seen using specific examples from your project, what you think can be done about it, who will be responsible and when it will be reviewed. This meant that not only were you exploring issues to an appropriate depth, but your discussion stayed relevant to the points throughout. Your use of dot voting also allowed you to focus in further on the issues which were most pressing for your team. For both of the issues you looked at you referred to how they could tell there was a problem, showing screenshots from your git logs, referring to your burnup chart and Kanban board as well as your planning documentation. There were several specific examples used in your discussion relating to specific members. The discussion maintained objectivity and was dealt with professionally. There were occasional points where there was some talking over each other, potentially due to the passion for doing well or the limited time frame, but something to be a little wary of in future.

How well the team identifies actions to take forward

Clear actions with responsible people and deadlines were noted on the whiteboard and summarised briefly at the end of the meeting. These are sensible suggestions based on the discussion and timeframe. You were conscious that the actions should be measurable and decided clearly when you should monitor, but not specifically what you would hope to see, other than the alleviation of the symptoms discussed earlier in the process.

How well the team has documented the retrospective

Your documentation is quite thorough. It is nice to see your prioritised topics explored in more detail. Your actions include designated people to take responsibility and have clear deadlines. You also have a record, in parts of the reasoning behind your actions. This is good as it will provide you a resource to refer back to in the future, should these details be forgotten or confused as you continue progressing through the project.

Team Mark	80
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Team 07

COM4525 Team Project Marks and Feedback (Spring)

Please note: The mark below is adjusted using peer assessment to determine your individual mark which is shown on your individual feedback.

Criteria	Mark	Feedback
Coding & Testing	75%	<p><i>As part of this project you will be expected to produce an application using Ruby on Rails. This should be adequately tested using relevant tools such as RSpec. This criterion reflects how well you are able to apply coding and testing practices to create a maintainable and robust application.</i></p> <p><i>The extent to which you have adhered to a coding standard</i> Appropriate Ruby and Rails coding standards exist in Google Drive. You have included an additional coding standard for JavaScript which is helpful. Using RuboCop to enforce coding standards was a sensible idea. The standards have been followed for the most part with small exceptions such as the NameSubject and ExampleLength warnings for the tests.</p> <p><i>How well you have managed your code in version control</i> Whilst on average your commits are larger than we would expect it appears they are predominantly single purpose. A branch and merging strategy has been consistently followed without being defined. Documenting your branching and merging strategy would make it easier to onboard new developers to the project. You have made exceptionally good use of merge requests in this project. It was good to see you using commit signing.</p> <p><i>How well you have used automated testing to improve the robustness of your application</i> You have a good number of automated tests. All of your automated tests are passing. You have made good use of CI in your project. Your tests are well selected and effective, they deliver good value to your project. It was especially good to see you splitting out the different types of CI to make full advantage of it. You have no significant portions of untested code, this should help reduce the likelihood of bugs being introduced into your application. You have a good variety of different types of tests, and a good ratio between feature and unit tests.</p> <p><i>How well you have architected and refactored your code to ensure that it is maintainable</i> A readme file is present but does not contain much information which would be useful to give an overview of the project and setup instructions for developers. Adding this can make onboarding new developers much easier.</p> <p>You have made good use of service classes which should help make your code easier to test and extend in the future.</p> <p>While you have not made use of decorators your vue code handles user presentation of data in a tidy and maintainable manner.</p> <p>You have clearly separated responsibilities between the parts of your application.</p>

		<p>You have used namespaces effectively. Splitting your code into appropriate namespaces helps organise the separate parts making them easier to understand for developers. It can make security easier to enforce by inheriting from a base controller within each namespace.</p> <p>Your readme README does not specify a ruby version, and your project does not contain a '.ruby-version' file. This prevents ruby managers from automatically switching to the correct version.</p> <p>You have a constant WEIGHTAGE which is used outside of the class it is defined in.</p> <p>How effectively you have used test driven development Your presentation and risk assessment mentioned you did TDD. Given the numbers of tests it is very likely that this was used, but you would have benefited from specifically recording which code was done using TDD or linking to the commits to verify this.</p>
Quality	75%	<p><i>It is important that the software you produce can be successfully used by potential customers. This criterion reflects how well you are able to provide complete solutions to problems, in a secure and user friendly way that is a genuine improvement on previous or alternative processes.</i></p> <p>How complete your application is (note: this does not mean every identified feature) and how well it fulfils its purpose You have made a good effort to prioritise the main functionality of your product, which ensures that value is being delivered to your customers quickly, and that it can be used even if development is still continuing. It is good to see that each feature you have attempted to build has been fully completed and you have not left any loose ends. This ensures a professional experience for your product's users.</p> <p>How well your application performs Your documentation focuses on various performance aspects of your system in terms of quantified performance, but does not acknowledge the context of your application or explore it from the point of view of your users. This would greatly benefit the project as targeted testing and mitigations can be put in place.</p> <p>It would have been good to create a manual or automatic test suite to prevent performance from degrading in these key areas. You have not demonstrated the performance improvement of the changes you made to your application.</p> <p>Lazy loading client resources such as hidden drop down loading content is a nice improvement. You have shown a solid understanding of the theory around performance testing and have demonstrated the ability to write performant code.</p> <p>You have identified and implemented various changes to your technology stack that can improve load times and have included numbers to demonstrate that improvement. This includes additional asset minification, using different dependencies and code splitting. It is clear from this performance was thought about early in the development lifecycle and was taken seriously throughout.</p>

How secure your application is in relation to a variety of threats

In `Projects::Teams::ManageController` you appear to pass unfiltered parameters directly into Oj. This is usually bad practice, and potentially risks exploits or opens you up if there are exploits in the dependencies.

Brakeman is not present in the Gemfile. Adding automated security tools can help you catch common security errors.

You have spoken about security practices and procedures in the abstract. For example you talk about physical path disclosure, but do not explain why this is a specific threat to your site. This would have benefited from being directly related to your project and how you have used those practices to ensure its security.

The security documentation you linked to seemed very front end focused. It is important to consider your whole application.

You have not demonstrated the remedies or mitigations against specific vulnerable sections of your project. Doing this would have shown how you have reduced the risk or impact of a security issue.

Using action_policy was a reasonable choice and made it much easier to test your applications permissions.

The extent to which you have considered accessibility and usability

You have made a very good effort to ensure an appropriate level of contrast in your application. The colours you have selected have been used to great effect when creating your product's visual identity. Unfortunately you have then used a wide variety of colours for the various buttons in your application which leads to a lack of consistency and familiarity. It is quite daunting as an unfamiliar user to be presented with so much visual content and little guidance. The fonts you have selected for your application are appropriate and readable. They are an appropriate size and weight and consistent throughout your product. You have chosen good fonts which you have used effectively to create a distinct brand for your product. Styling has been applied appropriately to your fonts throughout your application which aids in the information hierarchy and guides users in finding key elements and understanding how different aspects of your application are related. You have made good use of graphics to make your product more appealing and help the users understand the purpose a little better. In particular it is nice to see that you have been consistent in the styling of your graphics too. This gives a nice polished feel to the product. Where you have used icons alongside elements such as buttons or navigation, you have also included sensible labels to help users navigate successfully. You could ensure a thoroughly polished feel by making sure that the icons and labels are evenly spaced and aligned within your buttons. You have ensured that all images, tables and other necessary graphics where appropriate have been provided with alternative text which could be used by a screen reader. Your content has been carefully thought through to make sure that you are using plain and simple language in a consistent manner which is easily accessible to the widest range of potential users. The demonstration content you have used is not entirely realistic according to the purpose of your product. Your examples are largely food related, which is not really what you state the

		<p>product is for. You could provide more relevant examples, a software project for instance. This would make it a lot easier to understand what the product is for and gives a much more professional impression when demonstrating it. Whilst the layout of your application is very clear and simple, it is not immediately obvious what to do when setting up a project, adding users to it or creating tasks etc. You have provided a fairly extensive user guide in your documentation, but it would be nice to see some of this guidance built into your application in some way. It is good to see that you have used sensible, full and explanatory labels for fields in your forms. This goes a long way to avoiding users entering unexpected data into your application resulting in errors. You have taken good care in ensuring that all of your clickable areas, buttons, menu and list items, etc. have an appropriate amount of space which can be interacted with. This ensures that users with mobility issues, such as fine motor control, are able to interact with your product more easily. You could make improvements to your layout by considering a more responsive design for smaller or larger screens. For example, when resizing to a smaller mobile device your project management tabs require horizontal scrolling. This is not ideal given the nature of the device and could cause issues for users with fine motor control problems. You have documented a thorough list of usability and accessibility concerns that are relevant to your application. It is particularly good to see you discuss the level of risk involved in each. For each of the concerns you have identified, you have created a comprehensive list of actions to take forward with regards to how you might test them. The tests that you suggest are sensible according to the issues you have identified. You show a reasonable understanding of what impact the issues would have on your product and the metrics you could observe to verify whether you are making positive changes or not. You could provide more specific detail on these actions (e.g. which pages have particularly small fonts that could be increased). You have, however, given a good explanation about how many of these UX improvements were outside of the scope of the available time. It is good to see that you have been able to conduct some user experience testing this semester. In particular, you have made good use of automated tools such as Lighthouse, and interviews with volunteer testers where possible.</p>
Process	80%	<p><i>Following an Agile process is an effective way of developing software with frequently changing requirements. This criterion reflects how well you manage your project such that changing requirements and customer feedback can be seamlessly integrated whilst still maintaining a high level of quality.</i></p> <p><i>How effectively you use the Kanban Board and Burnup Chart to record, monitor and prioritise development tasks and scope</i> You have updated your Kanban board regularly and it appears to accurately show the state of stories at the end of your project. Your burnup chart shows an effective development process, with stories moving through your process at a good pace. There is evidence of scope management around three weeks before the end of your project, indicating you have used the data available to you to make decisions based on your progress.</p> <p><i>The extent to which you frequently deploy your working prototypes</i></p>

		<p>Your team repository has a demo branch in place. First commits and deployment have been made in a timely manner at the start of the project, which supports an iterative approach to deployment and prototyping.</p> <p>You made frequent deployments to your demo site over the period of the project, showing an evenly dispersed working pattern to allow more time for review of any unexpected issues.</p> <p><i>How effectively you formulate plans and allocate tasks</i></p> <p>You have created a thorough plan of the various tasks you were required to carry out, which builds upon the suggested list of tasks and completion dates that we provided. You have effectively broken down large tasks into sub-tasks.</p> <p>Your team meetings are documented effectively, with sufficient detail to provide useful records for later reference. Individual actions have been assigned timeframes in order to manage deadlines. To support accountability for actions and manage the workload of your team, specific individuals were clearly assigned and made responsible for actions. It is particularly good to see that you monitored the progress of actions in subsequent meetings.</p> <p>It is good to see that you documented the experience and preferences of your team members, and planned a high-level workload distribution.</p> <p>It is also good to see you have considered the impact of the coronavirus pandemic on your plans.</p> <p><i>How effectively you identify and manage risks (both threats and opportunities)</i></p> <p>You have identified a broad range of threats which shows a good understanding of the risks to your project. Advantageously, you have also identified opportunities that could be taken advantage of to benefit your project. Your risks were updated regularly and re-estimated where appropriate, which shows your understanding of how risks change over time, and has supported your ability to make informed decisions about the delivery of your project. The probability, impact and calculated exposure are reasonable, with good and in-depth supporting explanations of impacts. It is particularly good to see your considerations into the actions you could take to reduce the likelihood or impact of threats should they happen, or increase the likelihood or impact of the opportunities. The actions you suggest taking are sensible. It is also good to see you have recorded the impact of the coronavirus pandemic and identified actions to manage this. You have made a good effort to capture your risks in a clear format with colour coding, highlighting, etc.</p>
Team Project Mark		77%

Team 07

COM4525 Team Presentation Marks and Feedback

Please note: The mark below is adjusted using peer assessment to determine your individual mark which is shown on your individual feedback.

Criteria	Mark	Feedback
Description of the problem your team identified	75%	A very thorough description of the problem you are solving. You have also mentioned how poorly constructed teams can be detrimental to their performance, and mentioned the different research techniques you conducted to reach this conclusion. You could have shown us more relevant visual evidence of this, for example you indicate from your research how team composition affects team performance and link out from the speaker notes to various resources. It would have been nice to see something relevant to this research on the screen as well. This could have been shown in the form of a graph or table showing the statistics of people you spoke to.
Demonstration of your team's product through screenshots	90%	Your use of personas to guide your demonstration is very good. It helps the audience to understand some of the context for the problem you are solving. You have given a very thorough tour of your product, including a detailed run-through of the different features included and how they will be useful to the personas you mention. You have made the choice not to show the product owner side of your product, which is fair. This keeps the focus on the value you can provide to potential customers. You could perhaps briefly summarise some of the metrics that you are collecting here without going into significant detail.
Analysis of your team's practices	85%	A very thorough analysis of the key practices you used to complete the project. You provide very good evidence to show your understanding of the practices and the benefits which you gained from using them. In particular the detail you cover regarding your usage of test driven development and merge requests for different features is good to see. You have included strong visual evidence accompanying your points showing that the code review cycle and coding standards used had a very positive impact on the quality of your development. You also give a good explanation of the changes you made to your process as you progressed, particularly in relation to the switch to remote working in the second semester. You provide evidence to show what impact it had on your development through your burnup chart. It is also nice to see your consideration of scope management in light of these changes.
Clarity and design of slides	65%	A high quality set of slides. You have clearly summarised the information, and have illustrated points using images and screenshots. You could have been more selective with certain images to allow for a more consistent look and feel, the three or four different styles of clip art illustration leave the presentation feeling a little disconnected. Some of your screenshots for the demonstration are not very clear. Generally a good use of typography, though also not entirely consistent (e.g. Allocating & Managing tasks has a different title font to the other slides). You have used a somewhat varied colour palette, you could make greater use of your product's colour scheme to bring a cohesive look to your slides. For

		example, the diagram showing your Team Planning & Organisation strategy is in colours inconsistent with your branding. Your usage of the logo on your slides is a simple but effective way to bring a cohesive feel to the slides, however, the irregular placement on slides, and in some cases lack of logo is confusing. Your slides follow a logical order that tells the story of your project.
Team Presentation Mark		81%