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Project Evaluation

Course: MSc Computer Science

Module: Software Engineering Project Management

Assignment: ePortfolio

Date: Monday 21st February 2022

Student ID: 126853

Project Evaluation:

Within the Unit 6 assignment of the Software Engineering Project management module, we were required to undertake a planning exercise for a fictional 'toy' development project, with Group 2 acting as our clients. As part of this, we had identified an appropriate project management methodology (Scrumban) and produced a series of planning documents including Sprint Plans, Prioritised Requirements and general Gantt Charts indicating project timescales.

Feedback from the tutor confirmed that we had missed a few opportunities to represent our requirements, rationale for Scruman selection and explanation of how the requirements sign-off would work with the customer group. These are elements we had been aware of, however, some of them had been omitted due to the limited word count we were able to present as our assignment.

Within Unit 11, we were required to formally develop the prototype 'toy' to fulfil the prioritised requirements agreed with Group 2. For this, we chose to build a top-down (2D) racing game, where the user would be competing with a computer-controlled player following a pre-defined path and timeframe. Based on this concept, I believed that we would be able to satisfy the majority of our customer's requirements within the short timeframe we had available.

During the early stages of this development phase, we had developed two 'starter prototypes', one using the HTML5 framework, Phaser, and the other using Python's PyGame framework. I had favoured the Phaser framework due to its cross-platform nature, and the fact that it was extremely modular and versatile, however, other team members voiced their presence in the PyGame framework, which I hadn't previously used. Despite this

lack of previous usage, I managed to learn the key concepts fairly quickly and implemented a database ORM system, with model seeding and an automated test suite.

During the development of this assignment, we took the opportunity to learn from the feedback we were provided within Unit 6 and developed comprehensive sprint plans using a Kanban-style board (available within our ClickUp tool). We also took the opportunity to liaise with our 'client' team to agree that our prototype had completely satisfied the prioritised requirements.