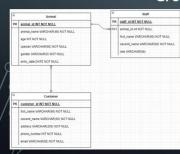
SaveALife

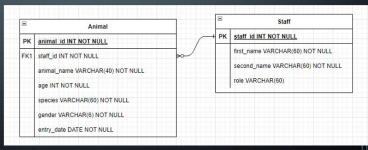
By Lee Nock



CONCEPT

- Produced an idea (Animal Shelter)
- Considered alternatives
- Considered potential complications
- Considered risks (Shown on next slide)
- Created an ERD... Or two





RISK ASSESSMENT



Risk: Poor Productivity Whilst being lazy is unacceptable, poor productivity can also occur

because of burnout. It is possible that overworking without regular breaks can create issues for the developer. Potentially, this could lower the quality of their code or prevent them from moving forward and hitting scheduling targets. To mitigate this, it is important that the developer sticks to a plan and considers their personal time carefully alongside this plan. Taking regular breaks allows a person to work more

Risk Score: 6

Risk: Tight Scheduling

To mitigate the problem, we must focus on highly effective planning. It will be important to ensure that the project hits the criteria of an MVP before concerning ourselves with additional features. Sometimes, things like bank holidays may effect the total hours of work or preparation for the project.

Risk Score: 4

Risk: Technical Difficulties

This problem could only be mitigated by taking the time to prepare back-up systems and methods. For example, if a computer isn't working, maybe we use a laptop. If there's a possibility our connection could fail, we need a back-up service in place for that.

Risk Score: 6

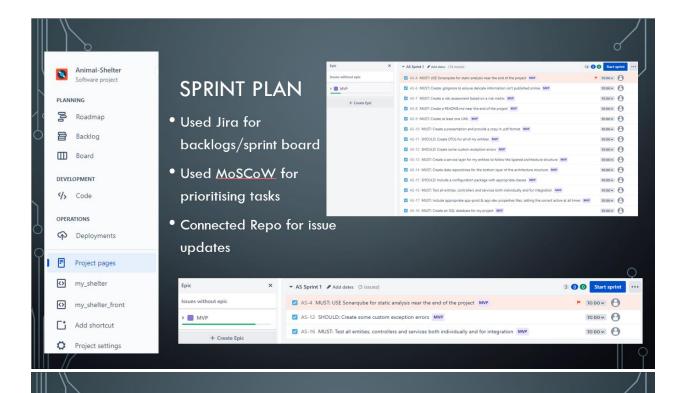
Risk: Inaccurate estimations

This may fall slightly in the range of tight scheduling. However, it is important to note that if we do not correctly estimate the timing of our actions, we may introduce new issues. On the other hand, we may incorrectly assume the correct software requirements for a given task, taking us back to the planning stage or presenting poor solutions.

Risk Score: 4

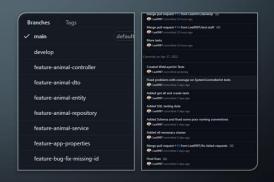
Risk: Poor Quality code

It is particularly important to try to mitigate this issue on a project conducted by an individual, myself in this case. Having the input of only one developer can create a very tunnel visioned approach with a variation of issues. To mitigate the problem, I collaborated with some of my peers and considered their ideas.



CI - GIT

- Used git to create 'feature' branches and 'test' branches
- Used descriptions and regular commits
- Only pushed to main if the develop branch contained working code
- Only pushed to main from develop

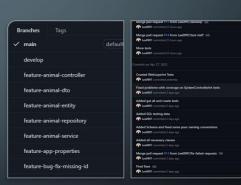


CONSULTANT JOURNEY

- Git / GitHub
- Jira
- MySQL
- Java
- Spring
- HTML, CSS, JavaScript
- Bootstrap
- Maven
- JUnit and Mockito

CI - GIT

- Used git to create 'feature' branches and 'test' branches
- Used descriptions and regular commits
- Only pushed to main if the develop branch contained working code
- Only pushed to main from develop





SPRINT REVIEW

What did I complete:

- Managed to finish front-end and back-end
- Completed some testing
- All methods work

What got left behind:

- Removed an entire entity that was in my original ERD
- Left out a good chunk of testing
- I wanted another type of relationship within my database

SPRINT RETROSPECTIVE

What went well:

- Planning stage was very fast (more time to code)
- Most methods worked immediately
- Set-up was fast
- Version control was good (no conflicts)

What was left behind:

- Removed 'Customer' entity due to time constraints
- Missed out on some testing

CONCLUSIONS - FUTURE IMPLEMENTATIONS

- Add the missed entity
- Add functionality for staff
- Donation system
- Member area with login/sign-up
- Must improve technical knowledge
- Would have liked to learnt SonarQube and Selenium

THANKS FOR LISTENING – ANY QUESTIONS?