Journal Entry

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**Team Name:** 7sforheavens

**Team Number:** 11

# **Release 1**

After the completion of my team’s first release, I have reflected on our performance and made certain observations under the relevant headings below.

### **Strengths and Improvements**

Out of the work we have completed, the following strengths have become apparent:

* the ability of our programmers to complete most allocated story cards within our predicted estimations;
* by having our product owner test the website, we were able to identify bugs;
* team members were not afraid to ask other team members for help when needed; and
* each team member was independent, easy to work with, and conducted high levels of professionalism.

However, not every team is perfect, we did have certain flaws which should be improved:

* certain members were not always present at the group tutorials, and they did not warn us of this;
* members would complete a story card, but not communicate to the group that it was finished; and

These suggestions can be improved by explaining to the group the importance of communication and how it is vital for a team to be successful. Furthermore, while we were producing quality work, it is important to communicate punctuality when it comes to group meetings.

### **Future Post - Were These Issues Raised?**

At the time, I did not raise any of these issues retrospectively. However, upon starting the second release, I explained to the team members that they need to communicate to the team more because it is very important.

### **My Contributions**

My contributions to release 1 include:

* creation of story cards;
* creation of the release plan;
* development of story cards that were allocated to me; and
* recording the teams process weekly, to enter it into the burndown chart.

Because of these contributions, I have taken a leadership role in terms of the developers, ensuring that our releases have been on time and no story cards are left in the backlog. The story cards created involved high levels of details, so that the team member assigned to it would know exactly what to do when implementing it. From the release plan created, it has ensured that our end goal for this release has been exactly what we wanted. Finally, by recording our weekly process in a burndown chard, I helped guide me communicate to the team if we the release was on time or not.

### **My Improvements**

After completing the first release, I noted certain improvements I could make to my contribution to the team:

* being able to program more efficiently with my time, as I would spend too long on certain tasks;
* learning how to assign story cards to each developer based on their strengths; and
* communicating to team members more about the importance of attending tutorials.

### **Future Post – Was I Successful in Improving My Performance?**

I was successfully able to improve on the suggestions I noted above. When looking at an issue that I needed to code, I analysed it and wrote down the structure I needed in my code in order to solve it. Regarding the story cards, I consulted each developer and asked them about their strengths with programming; from there, I was able to determine their story cards suitably, and the development process became much quicker. However, I did discuss the importance of tutorial attendance to the developers, but certain members did not attend tutorials. Despite this, the second release was a lot more efficient and smooth compared to the first release.