**Group Project PID - Nicky**

Stakeholders

Stakeholders are people who are invested in the project and who will be affected by the project at any point along the way. There are some stakeholders that can be identified that could affect or be affected by our project. An obvious stakeholder would be the client, as they will set out the main requirements and objectives of the project. The client will already have an idea of what they will want so good communication is vital in order to deliver a product that satisfies the client. It is also important to find out if the client has any other stakeholders that we might not be aware of from the start. In the kick-off meeting, we established that our client was a student and had no other organisations that could have an impact on our project. This can have both positive and negative sides to it, the positive being that there are no other groups that can influence the decisions of our project and the negative being that there will be less resources available to us in terms of technical support any other information. Another stakeholder in our project would be the users as knowing what kind of audience we would be tailoring our app for will greatly influence the overall design and layout of the project. After meeting with the client they determined that there would be no specific target audience, as they want the app to be general purpose and for all types of user. This also has advantages and disadvantages to it. The disadvantage being that having a target audience would mean the app could be specifically designed to fit the needs of that group of users, having no target audience means it is harder to design an app that will suit the needs of everybody. However, an advantage of this would be that we are not limited in the scope of our design. A stakeholder that will have to be taken into consideration is the University. The University has a completely different set of requirements that need to be delivered from our project when compared to that of the client. The University gives our project a mark based on just the documentation produced rather than the outcome and quality of the app, or if the app itself even satisfies the needs of our client. The client however is only interested in the product that we will make and will not have too much concern for our documentation that needs to be submitted to the University.

Reporting Frameworks

During the kick-off meeting with our client we discussed ways in which they would like to be updated on the progress of the project, whether that be via progress reports and more formal documentation or a more informal approach. The client stated that they would prefer an informal approach and would rather be updated on our progress by means of a social media group. By creating a group containing our team and the client in it on social media has many positives such as being able to clarify anything with our client as the problems arise and the fact that the client can ask us any questions that they might have without having to set up a formal meeting. In terms of creating a report schedule, we as a group will produce a report every three weeks detailing all the progress that has happened over this time as well as a list of tasks and problems that we will encounter between the next reports. Although the client does not require this information, I think is beneficial to our project that we keep a track of everything that we have done, as this will make it easier at the end when it comes to writing up our Project Report and Presentation.

Personal Learning Goals

During the course of this group project there are certain learning goals that I would like to achieve. One of the main goals for me to achieve is gaining experience working in a team on a project. This is something that I have yet to do in my time at University and that I know I will have to do in later life so it is good to get some experience while I am still in a learning environment. In addition, another leaning goal I hope to achieve is developing an app using a new IDE, React Native. Developing an app is something I have always been interested in but have never done. This will be a challenge for me as not only am I trying to do something I haven’t done before I am also using an environment I have never used. After doing some research into React Native I have seen that many people are developing using this so I am looking forward to learning this new software. Another goal, which I would like to accomplish, is working with clients and being able to understand what they want and being able to produce a product based on their requirements. Working with clients is something that I am sure I will have to do later on in my career so gaining experience in how to communicate with them and be able to deliver a product that meets their needs is a skill I would definitely like to have.