

1. Overall Contributions to the CIS 4350 Team Project

- Comment on what you believe to be your main contributions to the development of the project outcomes.

I think my most notable contribution is the implementation of the multiple choice study mode. This ended up feeling pretty good to use especially after the UI refactoring I implemented to make it flow better. It's a large change in terms of code surface area and how it affects user experience. Without this the only study option would be the honour system!

I think the timed study mode would have greatly benefited from more time in the oven. In the end I ended up doing it entirely on my own (aside from the test cases) after I had already finished the multiple choice UI refactor during the very final sprint. Needless to say, this led to it feeling a biiiiiit rushed, made to work in whatever way was the most time efficient to program. If you have more than a minute it'll read out things like "348 seconds left!" and not "5 minutes 48 seconds left!" Usually even if something like this happened it would be refactored on the next sprint but for Timed Study no such sprint existed. I knew this problem was emerging at the time, but everyone else was also busy and it *did* get done which is the most important part.

2. Technical Skills

- Comment on your personal technical skill development throughout CIS 4250 that was beneficial to the team project.

I strengthened my frontend react skills significantly over the course of CIS 4250. This was a skill that I developed during my second co-op work term, but often the nuances of why things were set up in the way they were felt lost on me because I was working on a large existing codebase. I feel that my current skill level has improved significantly based on my increased understanding of how both React context and especially React state use have improved from my previous understanding of what things the codebase used are, to now understanding *why* they're used. Experience mostly gained by failing my attempts to create features in the course of not using them.

3. Resource and Project Management

- Comment on your contributions as a member of the design team, in terms of your communication skills, time management skills, and leadership skills.

I contributed to team written deliverables by writing out descriptions of the work I had done as well as the relevant testing information. We also had large retrospective calls which I participated in, sharing what went well and what issues I encountered, a notable example being when I found some of the work I did being rendered redundant in Sprint 2.

While I was not one of our presenters, I did create slides documenting my work when needed and communicated with them to make sure they had everything they needed.

I contributed to the initial planning of the project by performing an analysis of the original Sakura Flashcards app, writing this information in our proposal, in a format meant to be readable for my teammate's use too.

While Matthew deserves credit as sprint lead for the lion's share of coordination, I did make sure to keep the team updated on my work. I made sure to support his leadership by responding punctually to requests for information when asked questions, and keeping the team up to date on my activities and blockers without prompting.

CIS 4250 – Software Design V

Instructor: Prof. S. Scott

Individual Accountability Report (IAR) Template

Note. Refer to the Project Manual for detailed instructions for IAR submissions.

Individual Accountability Report (IAR) Template

The following questions **MUST** be included and answered completely for each submitted IAR.

IAR must be submitted one of the following file formats: text or PDF.

Q1. Student Name: Ashlyn Fraser

Q2. Student ID: 1098724

Q3. Associated Team Deliverable: Sprint 4

Q4. Team #: 4

Q5. What were the main technical or methodological knowledge, skills and/or abilities (KSAs) that were required to complete this team deliverable? What prior courses or experiences (e.g. co-op, group project, etc.) from your Software Engineering degree did you draw on for these KSAs? (bulleted list is preferred):

-My second co-op work experience gave me experience with React and Typescript, although at this point much of my comfort with what I did this sprint can be attributed to CIS 4250 itself given how similar it was to aspects of multiple choice study implementation and how much smoother it went than sprint 3.

-The UI Design course familiarized me with UI design principles, which led to the changes I made during the UI refactoring

Q6. What was your existing level of experience with these topics/skills before your team began working on this deliverable? (1-2 sentences):

I feel incredibly comfortable with the type of React development in question.

Q7. Comment on your individual KSAs learning during this deliverable, and what additional learning may be needed to understand or be more competent with these topics / tasks in the future?

I think my KSAs during this deliverable were about as smooth as could be, since at this point I'm very heavily acclimated to the kind of work I did during this sprint. In order to become more competent with React generally in the future I would need to take on more kinds of challenges which diverge from the skillset I applied in this sprint.

Q8. What specific contributions did you make to this team deliverable? This should include technical or project management contributions.

- Refactored the multiple choice UI to use buttons instead of a radio selector

- Fixed several bugs in multiple choice mode

- Took on all tasks pertaining to implementing the timed study mode (This isn't including not writing test cases, although of course I did test my code)

Q9. With whom did you collaborate for any of the above contributions (be specific – saying “all team members” is not sufficient. State which parts you worked on with whom)?

I exchanged code review back and forth with Matthew, and he did the testing task for timed study work. (I also talked to him about the Multiple Choice UI design when planning that refactor, which I think *technically* happened late in sprint 3, but was about planning sprint 4 work so it counts.)

All other collaborations took place in the form of team-wide meetings.

Q10. Comment on how well you managed your time over the time period allocated in the Course timetable to this team deliverable (i.e. the time between the prior team deliverable to this team deliverable)

I definitely noticed the way the end-of-semester big project crunch, especially the way this sprint overlapped with the last two weeks of Game Programming's major deliverable. When we had accomplished a fair bit I think we started getting a bit comfortable and relaxed on this course for a bit, until the end came around. I know I hadn't expected to take on as much of the Timed Study work as late in the sprint as I did but that was how things shook out.