Reflective Journal Release One

## Sprint One

My development focus for sprint one was primarily directed at GUI development and structuring of the Contacts and Instrument tabs. The Contact and Instruments tabs were designed with the rest of the application in mind and formatted to fit in with the layout of the application. A useful tool when designing the Music School application was the client teams input. As development progressed the weekly meeting provided a reminder on certain aspects of the project which the client team desired and proved useful on keeping up to date. The client teams main focus seemed to be presentation, an example of this is during sprint one, the Music Schools banner wasn’t implemented correctly and they made sure that the team addressed this issue. The development team worked relatively well together however, sometimes team members didn’t have anything to work on, so the sprint plan was used to delegate tasks to those who required work. Michael is an example of this during sprint one he finished his database structure quickly, so he proceeded to the Timetable implementation. In the next sprint and release to improve efficiency, I will recommend to the group that we identify tasks that can be worked on if team members complete their allocated jobs.

## Sprint Two

During sprint two my main focus had shifted from design, to incorporation of the database's information however, I lacked the knowledge to properly integrate the database’s table. So Michael and I worked together to create some functions which were used to aid people who didn’t have the required database knowledge. The team collaborated to assist in components where team members lacked, this worked towards accomplishing the goals of release one. As release one has come to completion, the goals and time required to complete release two have become more clear. At the speed that the team is progressing release two is likely to be mainly refinement and the majority of components should be completed in sprint 3. Due to this it seems like the team will have time to streamline the project for either functionality or presentation. To improve the group’s performance, we will discuss our individual aims for each sprint and aims in development including specific enhancements teammates can offer.

Release one has taught the development team a lot about what can be accomplished and the expectations of the client team. This information will lead to a successfully implemented application that aligns with the client team’s expectations.