**IFB299: Application Design and Development**

**Individual Portfolio 2 (10%)**

**Lachlan Ashley – n9161015**

5 Arterfacts:

1. Release & Sprint Planning
2. GUI Design
3. Programming – Volunteers Database
4. Programming – Volunteers Feedback
5. User Experience Testing

1. Release & Sprint Planning

I contributed to the release and sprint planning by creating tasks for each user story. Each task included in-depth, technical details which made up several tasks for each user story. This tasks were crucial in making sure the requirements of each user story could be fulfiled accurately. I also gave an estimation of the hours taken and recorded the hours that it actually took to complete each task.

2. GUI Design

From the hand-drawn mockups of our application’s graphical user interface (GUI) that the information systems students had drawn, I put together the final computer drawn GUI. I designed the final GUI for the volunteers database and volunteers feedback screens. The images can be found in the links below:

3. Programming – Volunteers Database

Due to the fact that I am a computer science major student I was responsible for the majority of the programming thus I’ve had to split my total programming into two separate artefacts. The first lot of programming I did was for the volunteers database screen. The volunteers database functionality in our application required a significant amount of program logic out of all our screens. Here is the link to the source code file:

4. Programming – Volunteers Feedback

Due to the fact that I am a computer science major student I was responsible for the majority of the programming thus I’ve had to split my total programming into two separate artefacts. The second lot of programming I did was for the volunteers feedback screen. This functinality required the same amount of program logic that was in the volunteers database functionality, thus I’ve split my programming into two separate arterfacts. Here are the links to the source code files:

5. User Experience Testing

In order to gain feedback on the ease of use and functionality of our application we had to undertake user experience testing on our application. To fulfil this, I allowed students from other units who study information technology (IT) to test and provide feedback on our application. The reason why I chose students from other units who still study IT is because I would gain more reliable and accurate feedback from people who had no knowledge of the project whilst still having background knowledge in IT. I provided each user with a survey for them to provide their opinion and feedback on our application. Here are the survery results: