**Individual Portfolio 1**

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1. GUI Design

I contributed to the designing of the final GUI by turning the hand-drawn mockups, drawn by the information systems students into the final computer drawn GUI used in the application. I designed the final GUI for the menu and providers screen. Here are the links to see the screens below:

<https://github.com/MrMagic9/IFB299---The-cavalry---Help-Desk/tree/master/Ryan_Carroll_n9171738/menu_screen>

<https://github.com/MrMagic9/IFB299---The-cavalry---Help-Desk/tree/master/Ryan_Carroll_n9171738/providers_screen>

2. Programming

Most of my job as a computer science student was to program our application. I programmed the menu and providers program logic. With a little bit of help from the information systems students who checked for bugs and provided some assistance with the code quality I was able to program the menu and providers functionality. Here are the links below to the source code files:

<https://github.com/MrMagic9/IFB299---The-cavalry---Help-Desk/blob/master/Helpdesk/main_form.cs>

<https://github.com/MrMagic9/IFB299---The-cavalry---Help-Desk/blob/master/Helpdesk/providers_form.cs>

3. User Testing

User 1 tested the functionality of the program. They tried to add tasks and then change their level of priority using the drop down box provided. The user agreed that it was a simple and easy task thanks to the set up of the window.

User 2 was to test the navigation of the application. They maneuvered their way throughout the program making sure they are able to access all pages and then navigate back to the home page. Their were able to successfully do this.

User 3 was to assess how professional the program appeared. They looked through all the forms, observed how to add tasks and the providers. They concluded that the application was of an appropriate professional standard, thanks to the uniformity and theme throughout the application.

4. Estimation Planning

I contributed to the release planning by estimating the how long each user story will take to implement. This was crucial in planning out how many user stories we could complete each sprint and release.

5. Client/Development Team Liasing

I assisted my fellow information systems student in liasing with the client/development team this allowed us to provide a balanced representation of our team’s requirements and specifications as well as providing accurate feedback by having one information systems student and one computer science student to liase with our client/development team.