

My Experience:

- I am very happy to be part of this project where I learned many things.
- In past, when I have developed without using any SE development techniques in my company but using SE techniques taught in class which was SCRUM development helped us in developing at higher speed. Moreover, it helped me in targeting things that are to be developed in one sprint.
- Having daily SCRUM calls helped in clearing out doubts and helping in each other in all possible ways.
- We could learn about taking note of points from meeting with customer.
- We learned about saying no to customer for the features that are demanded by customer but cannot be developed by us due to time limit or team size constraint.
- We learned about continuous development and continuous integration which has a huge role in Technical industry.

My Work:

- My Work in this project included of
 - Making prototypes screen for taking feedback from customer.
 - Scheduling meeting with customer.
 - Communicating with customer if needed.
 - Preparing Gantt chart and planning for the sprint.
 - Helping teammates in HTML, CSS, or Backend development
 - Helping in setting up of server
 - Testing basic functionalities of developed module
 - Keep record of sprint documents and sprint retrospective

My Responsibility:

- I was responsible for adaption of SE techniques and following them. I took the responsibility of communicating with customer. This helped me in training for industry to play a role of product owner.
- I was also responsible for writing documents that are important in software engineering methodologies and helped us to follow them. For eg, Gantt Chart prepared by me in the beginning of the sprint cleared many goals of the team members and direction they should work on.
- I also helped my friends with any technical help like designing an HTML web page if needed to support them for faster work.

What worked well:

- Taking up Agile Development and matching up sprint with milestone helped significantly because along with milestone meetings with customer, we took feedback for next tasks from customer
- It also helped us to work in small goals divided into 4 parts instead of one big goal which has risk of failing. Moreover, it helped in utilizing time more effectively.
- Lastly, communicating regularly with each other for progress and solving doubts of teammate via scrum meetings worked very well overall.

What didn't work:

- Learning new things and implementing them in project was very hectic in beginning of the project but we soon learned to do it in small time.

Other points:

- I would like to do this project differently by using more professional tools for development and planning. Asking for feedback from each team member at end of sprint would be great addition.
- It would be great if each teammate provide brief description about themselves and also, their strength and weakness in starting of the project.
- My Team was very helpful, and I learned a lot from them. Along with that, asking for help up with them was very convenient at any point. Teamwork resulted in great results. They always helped other if any teammate was found lost while developing something
- Our Software Engineering approach taught us many things especially communication. We could effectively communicate more important things in scrum meetings. It also helped us learning with testing techniques and deal with errors/bugs. We also minimized risk using those techniques. Hence, it was very helpful
- Course was very helpful and lined with project development. It would have been perfect if project was started after 1-2 weeks of starting of course and labs were given in starting and then frequency could be reduced (which was done eventually). Lastly, learned a lot of concepts through lectures and project. Meetings/Milestones taken at end of each 2nd week was perfect and helped us a lot in giving direction in moving forward.
- We developed models, designs, mockups, use case diagram, class diagram which hugely helped in development as the goal was clearer. This step-by-step development not only reduced confusion between teammates, It also reduced time taken for development of any feature.