# Personal Case Study of Nico van der Merwe (Draft)

During the App jam I built a game where a player solves puzzles by pulling leavers to open doors and progress through a maze. The application was built in 41 hours using Unity and was intended to run on GearVR. Both the theme and time constraints of the App Jam really pushed my planning and time management skills as I tried to get something functional out while keeping in line with what I wanted to do in the application.

While planning the application I decided to just jump right in and note down key elements on paper as they came up, but for the most I went right into development and implemented my ideas directly into the application. I used Harvest App tool to help me record my time and help me make sure I wasn’t going over the limitation set for the App Jam.

During the App Jam I found myself staggering on certain element too long even though they functioned as intended and this made me run out of time in the end. I ran into issues that arose from lack of early planning and design choices and this reflected most in the way I planned my code would function. Close to the end I had to rush some important features and designs I wanted to include, and it left holes in my application and my what I envisioned it too be. I realised that my planning, scope and time management skills was what left me rushing and affected features that could have been done better or even included in the application.

I wanted to spend more time on the look and design around lighting for Mobile VR but couldn’t in the end. I needed to test more on mobile when changes were made and could have kept bugs and blocks in design down to a minimum if I planned things out better.

I started looking into how I could have managed my project and time better during the app jam and improve my approach on applications development by investigating tools like trello to help me manage my projects and set up better time management features included in Harvest App tool. I started reading sources on being agile in planning and design and found that I was practicing some elements of Agile but did not understand the core principles and what it really meant to apply these elements to a project.

I found that applying simple agile methods like Simplicity and Feedback to my projects could keep designs simple and achievable, help keep every goal within scope time and decrease the response of doing something and getting the result back. Applying the Courage method when designing applications will help improve my ability to make difficult decisions on the project direction and weather doing a feature is worth it and Continuous iteration characteristics will keep the project updated as new features are completed.

In my projects going forward I need to improve on planning my approach and manage my time a lot. Applying these agile methods together with tools available like Trello will help me achieve this goal and improve my abilities to develop applications more efficiently by helping me think about design and planning more effectively. If I applied these methods and tools to my App Jam project, I feel I could have designed something more solid and complete. I would have had more than enough time to address issues that came up and would have been able to build and test more efficient for mobile VR.

I will be a more efficient App developer in the future by applying my new gained knowledge and I know I have achieved this by seeing the new practices applied help me manage my project, time, design and features better and develop complete functional projects that reflect my original vision within the scope, time and design set out.

I need to continue my research into working smart and agile by investigating new techniques that can improve my workflow and approach in application design and management. I will take time once a week to read posts and published papers on agile and time management techniques and improve my knowledge of Trello by learning about plugins and features that can help me achieve my goals.