1. About the product

Service is a web application that allows users to inform property managers of needed maintenance. The primary goal of the product is to streamline and crowdsource the care of public and private property. We hope to reach as wide an audience as possible and have a positive impact on the spaces we all share and inhabit. Simplicity is what separates Service apart from its competitors, anyone can easily make an account then view and create “service requests.” These action items are the backbone of the application; users make them and property managers respond to them. There are no other extraneous distractions to dilute engagement with Service’s core functionality.

1. About the team

Service has been built by the Scrumbags team. Nick Petty is the product owner, and took leadership in the initial proposal, project management via Trello, and testing. Tony Ciminello is the scrum master and provided valuable input on all aspects of development, drove team collaboration, and worked tirelessly on the website’s design. Raquel Rosa is responsible for system architecture, having led the creation of both use-case and BPMN diagrams, and took an active role in tools training. Gavin Wolf is our primary developer after completely rebuilding the website, and the best T-shirt maker a team could ever ask for. Over the course of the semester, Scrumbags lost Josh Rodriguez-Santiago, who had been the major contributor to the initial product build.

1. Using WebRatio

The single greatest obstacle to success in this project has been WebRatio. Multiple team members were unable to open the IDE or deploy their projects consistently, and a single change could take minutes to verify. The problems with this software eventually cost us a team member, as Josh was unable to complete assignments and decided that he would have to drop the class. It’s possible that WebRatio could be a powerful tool for all-in-one website design and deployment, but the clunky interface, unstable hosting servers, and poor documentation made this project nearly impossible.

1. Using Circuit
2. Using Trello
3. Using Cameo
4. Testing