

## Term1 individual Work Presentation: Nomusa Mathonsi

### Role in group

#### Roles Assigned:

1. Frontend Developer(Web)> I have collaborated with Farnani Mangope to create the user interface for the web platform using CSS, HTML, JavaScript.
2. Mediator> together with Slindokuhle Semani we are responsible for maintaining shuttle schedule accuracy, resolves conflicts, and ensures schedules are updated. Mediates disputes between teams or projects.

#### Tasks that were easy:

As we have started creating the basic layout and static web pages in HTML/CSS it has been manageable due to our prior experience.

#### Problems encountered:

The team members had different opinions and debates would arise during the meetings when it came to the design of the user interface.

#### Solution to overcome the problem:

Adopt a Framework for User-centred Decision Making

To get input on competing designs, conduct user testing with CPUT students (e.g., A/B testing Figma prototypes).

To settle arguments impartially, use data-driven insights (e.g., "80% of test users preferred Layout B").

Put in Place a Methodical Feedback Procedure

List the arguments for each design on a "Pros and Cons" whiteboard, either physical or virtual, during meetings.

Set a time limit for conversations to avoid pointless arguments.

Assign Roles to Make Final Decisions

If there isn't agreement, give the Technical Lead (Maphelo) or UI/UX Designer (Lisa) the authority to make the final decision.

Make sure that everyone is on board with upholding this hierarchy beforehand.

#### Utilise Real-Time Iteration with Collaborative Tools

During meetings, allow team members to annotate designs in real time by utilising Figma's collaborative features.

Establish a voting mechanism (such as

#### **Tasks done:**

Tasks for Frontend Development:

constructed the shuttle schedule display and login/signup interface.

Tasks for Mediation:

After discussions with the CPUT Transport Department, the project's shared Google Sheet was updated with the updated shuttle schedules.

What Was Simple:

converting Figma designs into fundamental HTML and CSS elements.

utilising WhatsApp to plan weekly progress reports.

What Was Challenging:

ensuring that during periods of high academic demand, all team members met deadlines.

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https://github.com/Nomusa6462

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LinkedIn Learning

# Comparing Agile versus Waterfall Project Management

Course completed by Nomusa Mathonsi  
Mar 05, 2025 at 07:51PM UTC · 1 hour 55 minutes

Top skills covered

Agile & Waterfall Methodologies

*Dan B. B. B.*

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