Technical Proficiency

Professional Proficiency

**Sprint 1 – Getting Started**

By design, this sprint was not especially demanding, whether you look at it from a technical or professional perspective. We only had five stories to complete between us (which we could split evenly between our group of five), and the only technologies we used were HTML and CSS. My story for this sprint was perhaps the least demanding of all: on paper, all I had to do was get our site hosted on Github Pages, which was a matter of reading a short tutorial and clicking like three links.

Because of this I did extend some extra effort towards writing some basic CSS early on in the sprint, so that the site was more presentable when the time came to have our work reviewed. As the principles of Agile Development tell us, the most important thing is to have a working product, and form is an often underappreciated element of function-- it's much harder to use a site that is hard to read or navigate.

**Sprint 2 – Mobility**

**Sprint 3 – Learning Laravel**

**Sprint 4 – Transferring To Laravel**

This sprint started off with a thorough exercise in efficiently assigning user stories to developers. The overarching plan was for this sprint to be the one where we ported all of our existing functionality over to Laravel. As a secondary objective, we also wanted to implement the backbone for the features that we needed Laravel for.

Since I was the one member of the group without an “original page” from Sprint 1 to port over, I took on the lion’s share of the new features in Laravel. Specifically, adding Assignment and Course functionality on top of the Semester functions that we’d added last sprint. On a technical level, this was mostly a matter of repeating the work we had done on the Semester page, modulo variable names and the various fields not shared between the three tables. I also worked on the .blade.php file for the Creator Information, since that page’s original creator (Joe) had been assigned to work on a login system with admin privileges.

Overall this was reasonably simple: I did run into a few issues when it came to splitting the information boxes on the Creator Information page into two columns, because it transpired that Joe had formatted them as CSS tables to begin with and I was trying to use CSS tables to put them in a 2x3 grid. I managed to solve the problem by refactoring Joe’s CSS to remove the nesting table problem, while at the same time preserving the look of the boxes (which I thought was good UX design). The mobile formatting was another problem entirely, one that I eventually decided to add as a new story for a future sprint.

Maximising Work Not Done

As far as professional proficiency goes, the main attraction was definitely at the beginning of the sprint, when we were organizing which stories we wanted to complete. Part of maximising the amount of work not done-- a core tenet of the Agile philosophy-- is recognizing when multiple stories can be completed simultaneously. For example, in this sprint we wanted to <strong>a)</strong> port all of our pages over to Laravel, and <strong>b)</strong> update the formatting for some of these pages. If we had left the stories under <strong>b)</strong> for another sprint, then all of our formatting work for this sprint would have been wasted: so Michael and I made sure to integrate those stories into this sprint

**Sprint 5 – Integrating The Tables**

**Sprint 6 – Final Pass**

**https://github.com/SoftEnOP/semester-tracker-dunedin-thunder-fingers/milestone/5?closed=1**

**https://github.com/SoftEnOP/semester-tracker-dunedin-thunder-fingers/milestone/6**