



Fahrenheit 451 (“Worth To Buy”)

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1. Introduction

As a team Fahrenheit 451 set out to create a website, this website was to host reviews from both the creators and online sites. This project has been run over the entirety of the second semester which is in total 10 weeks with continuous meetups and stand-up meeting within labs and outside of lecture time. The team of Fahrenheit 451 has put effort into completing the project within the two sprints that were allocated to us. With brain storming sessions at the start and the many deadlines that we had to meet as a team we have overcome each of them to bring forward the end project of a fully functional webpage, with a live news feed that continuously updates and hand written reviews from the most retro games to the most recent. All of this has shown us as a team how to properly direct and manage a project. All the progress can be seen in both our OneNote and our GitHub repository. These hold onto the necessary documentation that shows that the work has been done and completed by each team member and the amount of work done by each of them. We have demonstrated the website to a second group also taking the module to have their feedback.

2. Summary

In summary of the process taken throughout this module for our course, we feel that we have obtained the necessary skills and methods needed to manage and execute a project to its fullest. At the start it was strange having a large group with designated roles of what we were meant to do and how we were meant to help and co-operate with each other. The project helped us to understand how to take charge in holding and organising meeting for the team, minutes for the meeting for it run smoothly. The process that we followed as a team was to first create the team and give out the necessary roles. This process took some time as we were unsure of what our end project would have been at this time. Once all the roles had been given out and everyone was happy with what they had, we moved onto a brainstorming session of what we wanted for the project. This brainstorming session was critical in the deciding factor for the team as it took ideas from each of us and we could vote as a team what was the best option. After the brainstorming session we had to come up with a feature that would be implemented onto the website that we had decided on. After this we started our first ever sprint with minimum setbacks, we completed the sprint and set our eyes on the second sprint that would inevitably finish off the project and bring the module to an end.

3. Conclusion

To conclude this project management module as a team we have overcome obstacles, setbacks and unorganised team members. This has been an irreplaceable experience that will aid us in the future either later within the college or in the workplace. We have learnt the correct procedures and processes for executing the development of a project that can be applied to a larger team or a larger project in general. These weeks working with the team members has brought us closer together as a team and as friends further showing each other the weaker and stronger parts that can be used in daily life and when required within the project space.

4. Assignment 1

For submission 1 we were expected to upload a document with a picture of our planning sheet on which we included our team name and members with our roles and GMIT IDs and the team photo with all of our team members. We had to create a GitHub repository and include that in the document as well. We had five roles to pick from between our members. We had a chance to switch but everyone stayed in their roles until the end of the project. The assignment brief also required a list of team members with their roles on it, which we also included.

5. Assignment 2

For assignment 2 we were asked to upload our team sheet once again to see any updates and stickies on which we have included our ideas for the name, genre and things that we will include on the website.

6. Assignment 3

Assignment 3 was the first assignment that needed a lot more detail than the previous assignments. We were asked to include our features for the website. Our features included multiple game reviews, easy to use user interface and the forum page. User stories was the next requirement. As a team we came up with team member stories that each of us would like to see done as a member of this team and we also included some user stories that we thought our users would like to see on our website. We had to include proof of our Jira page that we had these stories included on our page. Afterwards we needed to use a tool to size our stories. For this we used Fibonacci Sequence. Our product owner Connor and software engineer Oskar came up with the team agreement and showed it to the rest of the team for them to review their work and agree or disagree and suggest something different. Luckily nobody had

any problems and we stayed with the agreement. Lastly, we were asked to explain in our own words what the terms READY and DONE meant to us. All of which we also included in the submission of this assignment.

7. Assignment 4

We were asked to create, add every member of the team and submit the link with an invite to GMIT LearnOnline. Below in the references is the link to our Team OneNote where we have included our rough work for each of the assignments, the finished solutions to our assignments and the weekly team updates where we specified what each team member has done over the course of this semester in this module.

8. Assignment 5

- With Assignment 5A, the sprint one has started. We were asked to submit our planning progress on both sprints and to determine the team's velocity and user stories. We also had to draw out graphs such as the sprint burndown chart, release burndown for sprint one and two and the scrum task board. Like in the previous assignments we were asked to submit proof of our work, which we did. We submitted the graphs as pictures taken in our team meetings and screenshots of the Jira sprint overview.
- Assignment 5B, was due next week and with it we had to review our work that we did in sprint one and plan for sprint two if anything changed. Once again, we included proofs of our work and explained each picture. We also included a demo of how the basic website looked like before sprint one was started. The brief required a detailed progress on sprint one, we need to show what we did during and on the last day of the sprint. Sprint one was not the best start since we did not get to finish all our planned user stories. We had to move them to sprint two.
- Our last assignment was assignment 5C. The brief specified that we need to include the graphs from sprint one and sprint two, the progress of sprint two, same as we did in the previous assignment about sprint one. Thankfully in sprint two we have finished all our planned user stories and finished the one from the previous sprint. In this assignment we have included screenshots from our Jira page also.

9. References

Our Team OneNote


https://galwaymayoinstitute-my.sharepoint.com/:o:/r/personal/g00365699_gmit_ie/Documents/Misc/Project%20Management?d=wcb37e76a84394adaabf0a71a08a36fb8&csf=1&e=g0pulS

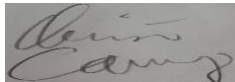
10. Personal declaration

I hereby declare that the above information is a true and fair representation of my contribution and other team members contribution to the project. I also acknowledge that the penalty for providing false information may include the loss of some or all marks for the assignment.

Signed:  Date: 29-3-20
CONNOR CARNEY

Signed:  Date: 29-03-2020
PAVEL ANTONOV

Signed:  Date: 29-03-2020
OSKAR CIEBIEN

Signed:  Date: 29-03-2020
OISIN CARRIG

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MARK CLANCY CONSIDINE
