

# Learning outcomes

Position: Developer

Name: Matthew Hezel

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## Enabling knowledge

In this project I was able to refresh my memory on php, sql, and html as well as learn that node.js is incompatible with apache. I was also able to improve my communication skills with the other group members through face to face or online communication. Problem solving was also an issue that I had to work through.

## Critical analysis

Team Nightmare used the agile methodology to by Identifying tasks, milestones, and responsibilities and dividing them up within the group in weekly sprints. The agile methodology was also a good fit for the group because we all had a knowledge of how agile worked with its pros and cons and what to do to mitigate the cons.

## Problem solving

Apart from the occasional bug problem solving was mainly used on the message function of the website. The reason for this is that there is no simple solution to this problem and whenever a solution presented itself it was either infessable or too difficult for the time remaining till the due date. That is until Jimin suggested the socket.io api which I have not worked with and has presented me with a new set of problems to solve. Then I found out that socket.io would not work on an apache server because it required node.js. So we decided to start implementing asynchronous communication between two users.

## Communication

Two main forms of communication were used in this project:

1. Scrum online meeting: this was achieved through slack.
2. Face-to-face meeting: This was held either during or right after the practical on friday between 12:30 to 14:30.

Occasionally a short unscheduled face to face or online meeting was held between two group members to discuss troubles that they were have with the assigned tasks for that sprint.

## Team work

Scrum master: Morgan Sylen

This role was to guide the group and assign tasks amongst team so everyone had a task or tasks. He also had to discuss requirements with the product owner and determine if the owner a request is in scope and if so when to do it.

Product Owner: Jimin Ahn

Is to act as the Clients representative and keep them informed on the progress of the project and also negotiate requirements with the scrum master.

Developer/Tester: Xie xin

Worked on the front end of the website and making sure the website worked and functioned properly.

UX Designer: Moonyoung Jung

Her role was to design the look and feel of the website and make sure they were to a professional standard.

Developer: Matthew Hezel

Mainly pick up whatever needed doing that was not assigned to anyone else.

## Responsibility

My responsibility included:

- Uploading profile image functionality.
- Making the profile image display when needed.
- User dashboard functionality.
- Send the user password to their email through forgot password.
- Implementing asynchronous communication between two users.