
Matchmaking System

Dating website D8Finder

Individual Learning Outcome

Version: V1.1
Date: 20.10.2018
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Number: Project #1
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Enabling Knowledge

In the past, the knowledge and skills used in the project that you acquired in earlier courses in this program which are:

1. Programming 1

- ☐ Use the HTML
- ☐ Use the CSS
- ☐ Use the PHP
- ☐ Use the MYSQL
- ☐ Use the Javascript

2. Software Engineering Fundamentals

- ☐ Touch the sample project
- ☐ Realize the Software Activity diagram
- ☐ Realize the Software Object diagram
- ☐ Realize Software Sequence diagram
- ☐ Realize Software State diagram

3. Software Engineering Project Management

- ☐ First of all, pick group members which are including Product owner, Scrum Master, Developer, Designer, Tester(depends on demands).
- ☐ Analysis the requirement documents and create the group meeting to ensure the skills for each group members.
- ☐ Decide the communication environment or tools and development tools.(in our group we chose the slack, C9, trello board these three main technique tools)
- ☐ Divide the responsibility for each one.
- ☐ Create the documents which are including Project Charter, Product Backlog[PBI], User Story Card, Work Breakdown Structure[WBS].
- ☐ While the development processing, find the risks and fix them and put the sprint tasks.
- ☐ At last, Training, Documents, User documents, Technique solution design, final codes base and deployment.

On the other hand, the new knowledge and skills you acquired in this course which are:

1. PHP, MYSQL programming

- ☐ PHP basic tutorial
- ☐ PHP Forms
- ☐ PHP advanced
- ☐ MYSQL Database
- ☐ PHP-XML

- ❑ PHP-AJAX

2. Software Engineering Fundamentals and Project Management Practice

- ❑ Manage a group effectively and actively by technique tools such as Google driver, C9, slack, Trello board.
- ❑ Find the individual potential skills and help group members develop them such as technical support, theory knowledge support.
- ❑ How to face the issue while the processing of development and fix them such as technique risks, responsibility issues, special situation lead to the development delay.

3. Team Work

- ❑ How to work with a team and develop the real project, realize the role when you work with a team.
- ❑ Sufficiently show that you individual skills for your team.
- ❑ Communication while issue appearing.

Critical Analysis

First of all, in our group, we use the Agile management methodology. Not only, the Agile method which is the particular approach to project management but also, it is exactly used in software development. This method assists the team in responding to the unpredictability of whole software development. In our group, we use the named sprint to solve the problem in development processing. It is flexible compare with some original method for development.

However, we have the basic structure of the whole project which is the matching make system, all of the design and functions surround it. It has two sections which are the frontend and backend, in frontend, we decide some easy and brief interface to complete a dating. For backend, we choose the MYSQL to store users information and monitor user's behaviours and manage the user account.

It is completely done the development system requirements. In the experiments, cause we always get the sponsor Reza's devices such as the design weakness and some brief issue or lack. On the other hand, when our group discussed in the scrum meeting we still find some problem and fix them directly.

Problem Solving

Through the development processing when we follow the agile management methodology, we identify some brief issues in our group:

- ❑ Problems with **workflow coordination**. Agile projects involve several small teams working on our own software pieces, that right. But we should always coordinate our work each other, developer and management. In addition that constant interaction with the group and we will get a ton of communication management to consider before starting the project. This is the key point in our group. However, in our group, we choose two meeting per week by slack and tutorial. That is a perfect way to solve this issues.
- ❑ Secondly, **Difficult planning** at early stages. Planning in Agile development is essential before the process is started. It is important to assess our resources, set up teams, and communicate an overall vision of the project to them. It leads to the project delay one time for my part in the design. But while the next sprint, I fix it directly.
- ❑ **Professional teams** are vital. Agile projects require teams to make serious decision constantly. It means that only experienced software developers, testers, and managers should be working on the project. This limited software development methodology provides very few places for rookies. This is still another key issue for our group, we are not the professional developer, tester and managers, so in the development processing, we always appear communication issue and lack knowledge issue. However, in our group everyone keeps improving together whatever the technical support and knowledge support.

Communication

As I mentioned above, communication which is the big issue for every team not only for us. But in our group, we choose four ways to avoid the issue which lead by communication.

- ❑ Phone number
- ❑ Normally email
- ❑ Slack online
- ❑ Face to face on the tutorial

For group communication, we would like to use the text message, send email, slack online and face to face in the tutorial course. It is much more convenient to set up the conversation anywhere. And save lots of time.

Between the group and the client/supervisor, we would like to use the email and face to face in the tutorial course. Because it is the direct way to solve some brief and huge problem and some weakness in our development processing.

In my opinion, I thought these communication ways were effectively and sufficiently, not only they save us time, but also they can help us find the issue and solve the issue directly.

On the other hand, some time except face to face on the tutorial, they still have some misunderstanding during the communication with each other. This is the point might lead to some issues to prevent the development processing. So much more face to face which is the best way to solve the problem and divide the tasks to everyone.

Teamwork

In our group, the product owner target client requirements analysis, he transfers these requirements to scrum master and whole group members. And then, the scrum master depends on each group member's skill to divide different responsibility in the whole team.

In our group, we have the:

Product owner(JIMIN Ahn)
Scrum master(Morgan Sylven)
Developer(Xin Xie)
Developer & tester(Moonyoung Jung)
Developer(Matthew Hezel)

Consider we have different cultural backgrounds and life circumstances and differing levels of technical expertise. So first, communication which is the important way to solve the conflicts and issues. All of the problem we can talk to each other, and use the vote way to decide some hard problem. For example, in the development processing, I have a problem which is the responsibility divide. I thought that it is not my work but others thought it is my work. So we have to ask the scrum master and sponsor to get the solution. In the end, we solve this problem well. As I said, whatever we have lots of differences, communication which is the best way to solve the conflicts.

Responsibility

My scrum roles was the developer and designer.

In this case, my responsibility which is all of design work and some test work. Including website design, structure design, insert in php form, and documents work.

For the developer & designer part, i have done:

- ☐ Website design including all of the webpages(index, login, sign up, recommendation, the person who like me, my match, setting, change password, delete account, log out, admin dashboard.)
- ☐ Website bugs fix.
- ☐ Re design the website.
- ☐ Adjust website structural coordination.
- ☐ Page transfer test
- ☐ Data connectivity testing.
- ☐ Insert php form

For the documents part:

- ☐ Project charter
- ☐ User manual
- ☐ Group meeting
- ☐ LOs
- ☐ Time sheet