

Learning Outcomes (LOs)

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Enabling Knowledge

1. Skills used in the project that I acquired in earlier courses in the program :

- Team communication skills – many experiences of team projects allows me learn how to communication with other people in a professional manner.
- Various computing language skills – having knowledge of various computing language that I have learnt throughout the program such as Java, PHP, HTML5, CSS, Ruby etc. giving me a confident to work out in a programming project.
- Ability to write a technical report – I have learnt how to write a technical report throughout some of the courses in the program and it is very helpful for me writing a good quality of a report.

2. New knowledge and skills that I acquired in this course :

- Better communication skills with group members. There was some misunderstanding between team members during the project however we was able to solve the problem after having group meeting and advise from the supervisor. It gave me a good experience of solving issues in work environment.
- I was able to learn more depth of knowledge of PHP and MySQL because our project was mainly based on those languages.

Critical Analysis

The project methodology that we used in our project was iterative development model which is based on Agile methodology. This is because it is helpful to make the project better outcome with cross-functional teams and using flexible methods. Also, as Agile methodology is a type of incremental model we were able to deliver project outcomes in rapid cycle.

As our project is web based application, we needed to decide which language was the most suitable to implement all functionalities in web based application. Therefore, our team decided to use PHP based web application because most of our team members have average knowledge of this language. During development phase, we found some of the difficulties. That was, some of the functionalities we need to implement actually quite hard to implement using pure PHP so that we needed to learn and adopt new language such as JavaScript. However, I believe that the most of functionality implementation was successful despite of these issues.

Problem Solving

There was some problems that I have found during the project which are:

- Miscommunication with the team member: there was some misunderstanding during project progress because we had a different point of view dealing with one issue. Firstly, we had a discussion during scrum meeting but we could not find a middle point to solve the solution, so we asked to the supervisor about this issue and advice. At the end, all team member agreed about solution and understood each other well.
- Technical problem: we chose PHP language as project language however unfortunately we did not have a programmer who is fully understand and experienced with PHP. However, I have researched and studied to solve the technical issues and at the end I have learnt better knowledge of PHP and MySQL.

Communication

Our team had communication method in a two way which are online and offline method. For offline method, we had a regular team meeting in every Friday at RMIT classroom so that we can identify and check work progress for every sprint. Also, we had a chance to meet and talk with our supervisor/client in this meeting. It was very good opportunity to report our progress to our client and get a feedback from him. Another communication method that we had was online meeting via Slack. We usually had a meeting on every Wednesday 6 pm unless there was any exceptions. This meeting was very important for us to check the progress during middle of the week and sprint, we resolved the issues before the meeting with the client because of having online meeting at the middle of the week. Both meetings were delivered effectively.

Teamwork

Our team have different roles for each member. Project leader, product owner, developer, and designer. Each team member was able to do their job without critical problem, if we had a problem during work progress we had a scrum meeting and asked an advice to the supervisor.

Different cultural background was not very big issue for me during this project because I have already had many experience with working with people from different countries in recent years. However, sometimes there was some difficulties of communication because English is not my first language. However, I tried my best to deliver my thoughts and opinions to the team members to avoid any misunderstanding. As a result, I believe that there was no big issues regarding communication between members.

Different life circumstance such as full time / part time student, full time / part time worker was happened in our group. Sometimes, some team member missed the group meeting due to their schedule however we were able to catch up missing point in later meeting so it was not a big issue.

Different level of technology gave some difficulty at the beginning of the project. We had to divide the tasks for each member, and sometimes some member had to do more technically difficult part because of differences in level of programming skills. Also some member had to learn fundamental knowledge of PHP because he did not have an experience with that. In summary, I believe that overall our team managed the project without major issues despite of this difficulties.

Responsibility

My scrum role was developer and UI designer.

For the development part that I have done are as follow:

- Create group workspace in C9. (web server)
- Create database and tables for inserting data.
- User registration function.
- User preference function.
- Add dumping data into tables for testing.
- Add pagination function and retrieve user data in array.
- Matchmaking algorithm filters phase 1 & 2. (with Jimin)
- User pass/like function. (with Jimin)

For the UI design part that I have done are as follow:

- User registration and sign up form layout.
- Admin page layout. (later it was changed to Xin's design)
- Create a wireframe for each sprint.

Other part I have done as a team member are as follow:

- Record all meeting minutes in every week.
- Record tasks in Trello board.
- Participate in all group meetings.
- Work on all the related group documentation tasks.