Sprint 1:

Professional Achievement:

For the first sprint I wanted everything to be laid out in a way that would make it easier for our group to coordinate our work and lay our workload out in a way that was easily accessible and quick to read and understand. I achieved this by merging all the user stories into one document, deleting the duplicate ones, and typing them up how each one should be laid out with “I want, so I” statements. I also typed up the interview from our client and put everything down in bullet pointed parts that the team can easily pick out. I also duplicated this as a git hub project so team members can pick and choose what they want to complete each sprint.

Technical Achievement:

I made a Navigation bar and hamburger model early on in a layout file with a content section so we would have a basic layout for each page so that our teammates could easily add on their pages with a present layout to change and access from the navigation bar. I did this early on to try and make our lives a bit easier by not having to type in a route in the web navigation every time we wanted to work on a different page.

Agile Evidence:

Values:

1. Customer collaboration over contract negotiation: the interview was us and the client discussing items and functions that they would like in their website; these were all written out as items that we must complete.

Principles:

10. Simplicity: I wanted everything to be easily assessable for my team with user stories, git hub projects and a navigation bar to make everyone’s lives easier and simple.

Personal Reflection:

•What did you do well?

I believe that I was useful in the way that I wanted to make thing easier for our team and took the jobs where I could modify our requirements into a more attractive layout to make navigation of our requirements easier.

•What could you have done better?

I could have focused on more software work as more of my time was spent on getting our user stories, interview and git hub sorted which left me not a lot of time to work on the back end of the website.

•What lessons did you learn?

I learnt that there would be a lot of work ahead of us one I read through our clients requirements which means my time management on the tasks that I will take will need to be improved if I want to get everything done in time for our sprints.

•What barriers did you encounter?

I think that getting started was the hardest part as there was so much that needed to be done that it was hard to decide what to take first and figure out what would be the most useful for our team. In the end I decided on getting the things that I knew how to do first and take it as I go.

Sprint 2:

Professional Achievement:

This was the first time that we merged out work together which we all had to figure out together which took a lot of teamwork and communication to do a certain order of steps to get everything pushed and pulled in a way that we had an attractive and working master branch version of our website.

Technical Achievement:

This was more of the same as last sprint where I was still working on the hamburger model and dropdown menu inside of the nav bar, but this time it was upgrading it and finding a way to do it that was easy to modify and expand for all of our team to use. This time I was working more with CSS and starting to make everything look appealing for the design of our website. It was at this time that I was working with colour pallets and how each colour looked and complimented each other.

Agile Evidence:

Principles:

7. Working software is the primary measure of progress: I wanted to get the navigation bar done and working before I moved on as I needed to get to a point where I can call it finished even If I want to modify it later on, which is where I got to.

6. Enable face-to-face interactions: we wanted to do the merging of our work in person to make sure that we got everything right by doing it one by one, pulling each time on different devices to make sure noting got lost or broken during the process.

Personal Reflection:

•What did you do well?

I worked well with our teammates when we were pushing and pulling our work for the first time as I was asking a lot of questions and getting a lot of help but I was also answering a lot of questions and helping out others once I knew what I was doing.

•What could you have done better?

I think I could have spent less time on stuff that I was working on last sprint as it should have been work that I had finished the previous sprint. I know I should have moved onto another part of the website to continuously keep new features and designs rolling in.

•What lessons did you learn?

I learnt that it was ok to be asking a lot of questions in our group as it is really the quickest way to learn a new skill and to be able to pass on that information if needed to someone else. And visa versa it is ok to answer a lot of questions so that our teammates can do the same and keep up with each other and not let anyone slip behind.

•What barriers did you encounter?

The navigation bar continued to be a problem to work on as not a lot of what I was doing was working the way I expected. Some of this was due to the fact that we were using a lot of blade for the layout file which I had to do my own research on to be able to figure out how it works and how it is integrated in our pages. The other struggle was using a premade app.css which was overriding a lot of my work, so I had to work out naming conventions and more on what the CSS elements meant when using them.

Sprint 3:

Personal Achievements:

This sprint I spent my time modifying our entire app.css file to be supported by style.less which means that we can use naming conventions for values like colour, pixels, percentages and more. The app.css file is around 11,000 lines of code so for each main value and all colours I gave a naming convention for the rest of the group to use. In the end it took me 4 hours to go through it all finding all colours and assigning them a value.

Technical Achievement:

This sprint we also got a twist were our games website was now going to be a car website so a lot of my time was also spent re-naming our naming conventions from games to cars. We had to coordinate as a group who was going to rename what as not to do two lots of work that does not need to be done.

Agile Evidence:

2. Accommodate changing requirements throughout the development process: since we had our website changed by our client we had to change up everything that we had already done, but as a development team we needed to be accommodating for that so we did was our client requested.

9. Attention to technical detail and design enhances agility: modifying the app.css meant that the future design will be more consistent and fluid as we have a range of colours and values to choose from with the naming conventions, making everyone’s lives easier and our website design more consistent.

Personal Reflection:

•What did you do well?

Even though it took me a lot of time once I got my head stuck into it I was very efficient in the way that I was working. I was constantly focused and spent very little time unfocused or working on other parts of the website before I got it finished.

•What could you have done better?

I think I got too deep into my work where I wasn’t helping out others with their problems and or I wasn’t working on my own piece of software, but the client requested that I do this.

•What lessons did you learn?

That even though it might be long and repetitive work sometimes its better to just get your head stuck in and get it done or else it will become a bigger problem later.

•What barriers did you encounter?

When I went to deploy my style.less file none of the website was getting its layout which means I had to do my research on less and ultimately I had to add in a JavaScript file that implemented to the less functions into the CSS.

Sprint 4:

Professional Achievement:

Merging all our work together went much smoother this time that each group member was present in class when we did this. This gave each of us a greater understanding of each other’s work and also allowed us to fix our merging issues as a group.

Technical Achievement:

We wanted to have some unit and feature tests for our website as it was one of the requirements for the client and for the project work. I told myself that I wanted to dive into the deep end and take on testing which I had not done in Laravel yet. I learnt a lot from this as there was a lot of research done to get the website to run unit tests and it took even longer to figure out how to write them.

Agile evidence:

12. the team reflects on how to become more effective: with all of us here together we were able divide out the work for the sprint and we knew what each of us were doing and what we did the previous sprint.

3. Deliver working software frequently: unit tests were a great way to figure out where our website was working and where we needed to improve or change our code to make it more efficient. For example we changed the way the file uploading for our create a car worked as the previous way was to complicated and confusing.

Personal Reflection:

•What did you do well?

I am happy with the way I handled doing the testing as I knew very little about subject but I spent my time researching and working with Adon to get it to a point where I knew how to enable testing on our website and how to create them for a few different parts of our site.

•What could you have done better?

When I first started creating tests I started with a really difficult one which was testing file uploading on our CRUD which threw me off track a bit but I got my pace back when I changed to testing authentication and if users can view private sites with and without auth.

•What lessons did you learn?

I learnt that it ok to try things that may be outside of your comfort zone as you may just learn something from doing it.

•What barriers did you encounter?

Testing the image upload was a big barrier that I could not get past this sprint but I know I will try to tackle in the future. I knew I needed more time to learn more about testing by taking on an easier test with code that I had worked on in the past.

Sprint 5:

Professional Achievement:

For the first part of this print I was fixing up a lot of issues that myself and the other members of the group had missed including some naming conventions, basic CSS, scripts and styles that weren’t in the right files etc. I also fixed my hamburger model and nav bar which I started during the first sprint as I did not want to leave any uncompleted code by the end of the project.

Technical Achievement:

This sprint I made up a way for users to upload a profile image there would be a default image that every user is given but they are now able to change it to what ever they would like to customize their profile. I also did this to try and complete my test for my image upload as this time I will have worked with my own code so I get a greater understanding of how the test will work.

Agile evidence:

2. Welcome changing requirements, even late in development: working on my own image upload will hopefully allow me to change up my test in the hopes of getting it working.

9. Continuous attention to technical excellence and good design enhances agility: constantly fixing up little details on the site will continuously move the website forward towards a completed product.

Personal Reflection:

•What did you do well?

I am happy with my work on the profile image upload as it was more difficult than I first anticipated which meant I needed to do my research and figure it out on my own which did not take me as long as I thought I would.

•What could you have done better?

I am still having issues with my testing on the image upload, however. I think this is holding me back as I am reluctant to start new work as I want to finish what I started first. As our project is nearly coming to an end, I will not be taking any large task, but my time will be spent on the test and any touch ups that are needed.

•What lessons did you learn?

I learn a new skill in uploading images which I needed as in other classes I have had issues with working with images so this will be a useful skill to know for the future.

•What barriers did you encounter?

The test continues to be a barrier which I cannot quite get over. Besides that, there was more researching that needed to be done for the image upload that I thought there would be but, in the end,, I was able to complete it.

Sprint 6:

Professional Achievement:

During the last few lessons, we worked very well as a team. There was a lot of communication between us and we all understood what we needed to do, and we got our head stuck in and done it. Besides that, whenever we had an issue with something another member had done, we were very excepting of making changes that as a group we felt fit.

Technical Achievement:

Besides merging all our work together, the technical achievements were just touch ups to the website. A lot of that was figuring out why some CSS was laid out the way that it was and finding out how we could change them to the way we wanted. For example, our tables were not laid out how we wanted them with the grid style but after a while we figured it out by removing an overlapping colour for another component not associated with the table.

Agile evidence:

11. The best architectures, requirements, and designs emerge from self-organizing teams: when we were all working together and giving each other feedback and suggestions we were able to fly through the work faster then we would have done by doing it separately.

4. Business people and developers must work together daily throughout the project & 6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation: this entire sprint was spent talking with each other and trying to make sure we had created the best website we could. We tired to get the most out of our website with the amount of time we had left for face to face work.

Personal Reflection:

•What did you do well?

I believe that I worked well in a group and took a lot of responsibilities in making sure that we were all at the right stages to push and pull our work to avoid conflicts with each other. I also made sure that we got an equal amount of code reviewing as one member of our group was trying to do them all, but I made sure we got an even and fair amount of workload. Besides that, I was very efficient at implementing anyone’s suggestions and touch ups when we were huddled around my pc to keep the whole process flowing.

•What could you have done better?

I think I could have done something better with my time when the two other group members where tying to deploy our website on different platforms. I spent my time hovering between the two and trying to help out where I could but even though I did help out I feel my time could have been better spent either fixing up to git hub or doing other checks on the website.

•What lessons did you learn?

I learnt to be very contempt and pleased with the work that you have completed because I always felt throughout each sprint that I should have been doing more work then I should have, but when I look at our completed website I see that we have all done quite a lot of work on it and the work load was spread out quite evenly between each work member which I am really pleased with.

•What barriers did you encounter?

Besides from the time that I could of spent better when the others were working on the deployment, there was not a whole lot of intensive, confusing work that we had to do this sprint which is why I think the whole sprint moved really smoothly with no real confusing barriers we have to overcome.