# CS207 Final Workload and Lessons Learned Report

## Team 5 Members: Shaun Dempsey, Robert Nairn, James Park, Sean McIlroy, Stuart Gordon

### Functionality Overview

The project overall had almost the complete functionality required. The only user stories which were not fully implemented were the undo functionality for the guesses. The top 10 leaderboard was not fully tested for the final deadline and if we were to redo the project a different file type for storing the players game info would be used instead of the serial file to provide more readability and ease of use. There was also time to style the user experience adding an ascii artwork splash screen and a home page with all the available commands.

### Workload Distribution

|  |  |  |
| --- | --- | --- |
| Member | Task | Remarks |
| User Stories & High-Level Design | | |
| All | User Stories and High-Level Design | Conducted a standup to discuss user stories that were relevant to the task. Used “Mob Programming” style to draw the diagram. |
| Sprint 1 | | |
| Shaun + Andy | User Story 1 |  |
| Stuart + Sean | User Story 2 |  |
| James | User Story 3 | Overall Lead |
| Sprint 2 | | |
| Stuart | User Stories 4 + 5 |  |
| Sean | User Stories 8 + 9 |  |
| Shaun + Andy | User Stories 7 + 10 + 11 |  |
| James | User Story 12 | Overall Lead |
| Sprint 3 | | |
| Stuart + Sean | User Story 6 |  |
| James | User Story 13 | Overall Lead |
| Andy + Shaun | User Story 14 |  |

### Teamwork Strategy

The team worked cohesively throughout the project. Developments of the code were made democratically to move forward if there were any disagreements within the group. Retrospectives were held every week using the “Stop, Start, Continue” method to indicate what parts of the project were going well and parts that could be improved. Throughout the sprints we held Standups to talk about the progression of the project and the parts still awaiting completion.

The team used an issue board to help delegate each user story to team members, this was implemented as an improvement after the first sprint to avoid overlap and indicate which team member is working on what. To establish communication with one another the team used a WhatsApp chat, and any issues or clarification was dealt with on there if Face to Face interaction was not possible.

### Lessons Learned

One of the areas for improvement was ensuring that tests were produced for each of the methods to complete the Acceptance. Assigning a “User Story” manager to provide situational awareness would have ensured that all acceptance tests were adhered to.

The group improved its communication procedures, it initially relied heavily on upon virtual means such as online group chats. This was developed to as the group had face to face Standups and Retros to maximise teamwork and overall efficiency.

During the first sprint the group did not have clarification on specified tasks, this was developed in sprint 2 using issue boards to ensure each member had a specific task to complete to maximise coverage in the user stories.

Using the MoSCoW principles allowed the group to prioritise focus on most important tasks. This avoided group members being distracted on less important features of the game.