Lifecycle Management For Docker UI

Final Report (Semester 2)

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Plagiarism Declaration

Unless otherwise stated all the work contained in this report is my own. I also state that I have not submitted this work for any other course of study leading to an academic award.

Contents

Appendices

A Application Repository

https://github.com/StephenCoady/lifecycle-management-for-docker

B Dockerode

https://github.com/apocas/dockerode

C Travis Repository

https://travis-ci.org/StephenCoady/lifecycle-management-for-docker

D SonarQube Repository

https://sonarqube.com/dashboard/index?id=lifecyle-management-for-docker

E Sprint Retrospectives

2017-02-01 Docker Project Sprint 1 Retrospective

Date 01 Feb 2017
Participants Leigh Griffin Stephen Coady

Retrospective

What did we do well?

- Already had prototype in place to accelerate development
- 3rd party module knowledge accelerated development
- Guidance from Red Hat really helped focus the sprint
- Scope on tickets well understood from Red Hats perspective

What should we have done better?

- Story points were inflated because domain knowledge was higher than anticipated
- Testing strategy needs to be revised, very time consuming

Actions

- Stephen Coady review backlog for story point accuracy based off of current domain knowledge
- Stephen Coady add a ticket to review / spike testing strategies, feel free to consult David Martin and Leigh Griffin on specifics
- Stephen Coady add a ticket for UI frameworks investigations and spikes, end result should be an Epic that we can triage and prioritise

Bibliography