



School of Information Technologies
Faculty of Engineering & IT

ASSIGNMENT/PROJECT COVERSHEET - GROUP ASSESSMENT

Unit of Study: SOFT2412

Assignment name: Assignment 2 - Scrum

Tutorial time: Tue - 42pm Tutor name: Richard

DECLARATION

We the undersigned declare that we have read and understood the *University of Sydney Student Plagiarism: Coursework Policy and Procedure*, and except where specifically acknowledged, the work contained in this assignment/project is our own work, and has not been copied from other sources or been previously submitted for award or assessment.

We understand that failure to comply with the *Student Plagiarism: Coursework Policy and Procedure* can lead to severe penalties as outlined under Chapter 8 of the *University of Sydney By-Law 1999* (as amended). These penalties may be imposed in cases where any significant portion of my submitted work has been copied without proper acknowledgement from other sources, including published works, the internet, existing programs, the work of other students, or work previously submitted for other awards or assessments.

We realise that we may be asked to identify those portions of the work contributed by each of us and required to demonstrate our individual knowledge of the relevant material by answering oral questions or by undertaking supplementary work, either written or in the laboratory, in order to arrive at the final assessment mark.

| Project team members | | | | |
|--------------------------|------------------|-----------------|-----------------|---------------|
| Student name | Student ID | Participated | Agree to share | Signature |
| 1. <u>Ehab Ahmed</u> | <u>510236128</u> | <u>Yes</u> / No | <u>Yes</u> / No | <u>EH</u> |
| 2. <u>David Liagas</u> | <u>510444479</u> | <u>Yes</u> / No | <u>Yes</u> / No | <u>Liagas</u> |
| 3. <u>Thomas Ryan</u> | <u>510460295</u> | <u>Yes</u> / No | <u>Yes</u> / No | <u>TR</u> |
| 4. <u>Sarah Sweeting</u> | <u>500480090</u> | <u>Yes</u> / No | <u>Yes</u> / No | <u>SS</u> |
| 5. <u>Rosie Harrison</u> | <u>510455844</u> | <u>Yes</u> / No | <u>Yes</u> / No | <u>RH</u> |
| 6. | | Yes / No | Yes / No | |
| 7. | | Yes / No | Yes / No | |
| 8. | | Yes / No | Yes / No | |
| 9. | | Yes / No | Yes / No | |
| 10. | | Yes / No | Yes / No | |



Sprint 1 Report

User Stories Completed

Storyboard See Appendix A.

| Story | Story Point |
|------------------------|-------------|
| Product Page 8 | 8 |
| User sign-in/sign-up 5 | 5 |
| Total Velocity | 13 |

Team Member Interactions

Team Member Roles

Product owner - @David Llagas

Scrum Master - @Thomas Ryan

Core Team - @Sarah Sweeting

Core Team - @Ehab Ahmed

Core Team - @Rosie Harrison

In Class Meeting

Created

- Github for project
- Notion project for project
- Java template
- Jenkins

Organised

- The tasks to completed in Sprint 1
- The 4 stand up meetings
 - These meetings will involve 3 questions for each person:
 - What did you do since last meeting?
 - Did you encounter any roadblocks?
 - What are you going to do before next meeting?
- Roles for the group scrum

Stand up Meeting 1

Meeting 1: 13/10/2022

| | @David Llagas | @Thomas Ryan | @Ehab Ahmed | @Rosie Harrison | @Sarah Sweeting |
|---|-----------------------|---------------------------|--|---|---|
| What you've done | CashPaymentGUI | Sale GUI and Sign up page | Backend: Creating Tables Functions For Last 5 Products Functions for each class | Login Gui, backend checking username and password | Creating soldProducts table and creating a index table for products and their code |
| Roadblocks | committing changes | none | none | none | Code familiarity |
| What are you gonna do before next meeting | Commit changes | Nothing | Nothing | Starting gui for payment page | Make sure it works |

Stand up Meeting 2

Meeting 2: 14/10/2022

| | @David Llagas | @Thomas Ryan | @Ehab Ahmed | @Rosie Harrison | @Sarah Sweeting |
|---|---------------------------------|--------------|----------------------------------|-------------------------------|-------------------------------|
| What you've done | Nothing | Nothing | Nothing | Nothing | Finished soldProductsTable |
| Roadblocks | Git | No | No | No | No |
| What are you gonna do before next meeting | Finish user stories, fix git | Payment page | Start having a look at report | Payment page / general GUI | Look at report also |

Stand up Meeting 3

Meeting 3: 16/10/2022

| | @David Llagas | @Thomas Ryan | @Ehab Ahmed | @Rosie Harrison | @Sarah Sweeting |
|---|-----------------------|--|-------------------------------|---------------------|---------------------------|
| What you've done | Uploaded to github | CashPayment GUI | Starting google doc report | Nothing | Started on report also |
| Roadblocks | No | Had to wait on david to upload to github | No | No | No |
| What are you gonna do before next meeting | Finish userstories | Nothing | Keep on doing report | Card payment GUI | Continue report |

Stand up Meeting 4

Meeting 4: 17/10/2022

| | @David Llagas | @Thomas Ryan | @Ehab Ahmed | @Rosie Harrison | @Sarah Sweeting |
|------------------|---------------|--------------|-------------|-------------------------------|----------------------------|
| What you've done | Nothing | Nothing | Nothing | Started card payment GUI | Started Sprint 1 Report |
| Roadblocks | None | None | None | cant work out how to place | none |

| | | | | | |
|---|--------------|------------|---------------|---|----------|
| | | | | buttons on grid | |
| What are you gonna do before next meeting | User Stories | Continue o | Plan Sprint 2 | Try and work out the format of the JPanel | continue |

Tools for Implementation

Jenkins

Jenkins is used for automated test coverage interface that was able to be integrated with Github. This integration was completed via a web-hook. The Scrum Master currently hosts and regularly checks Jenkins.

Java Swing

Java Swing is the module used to create the GUI interface for the user.

SQLite

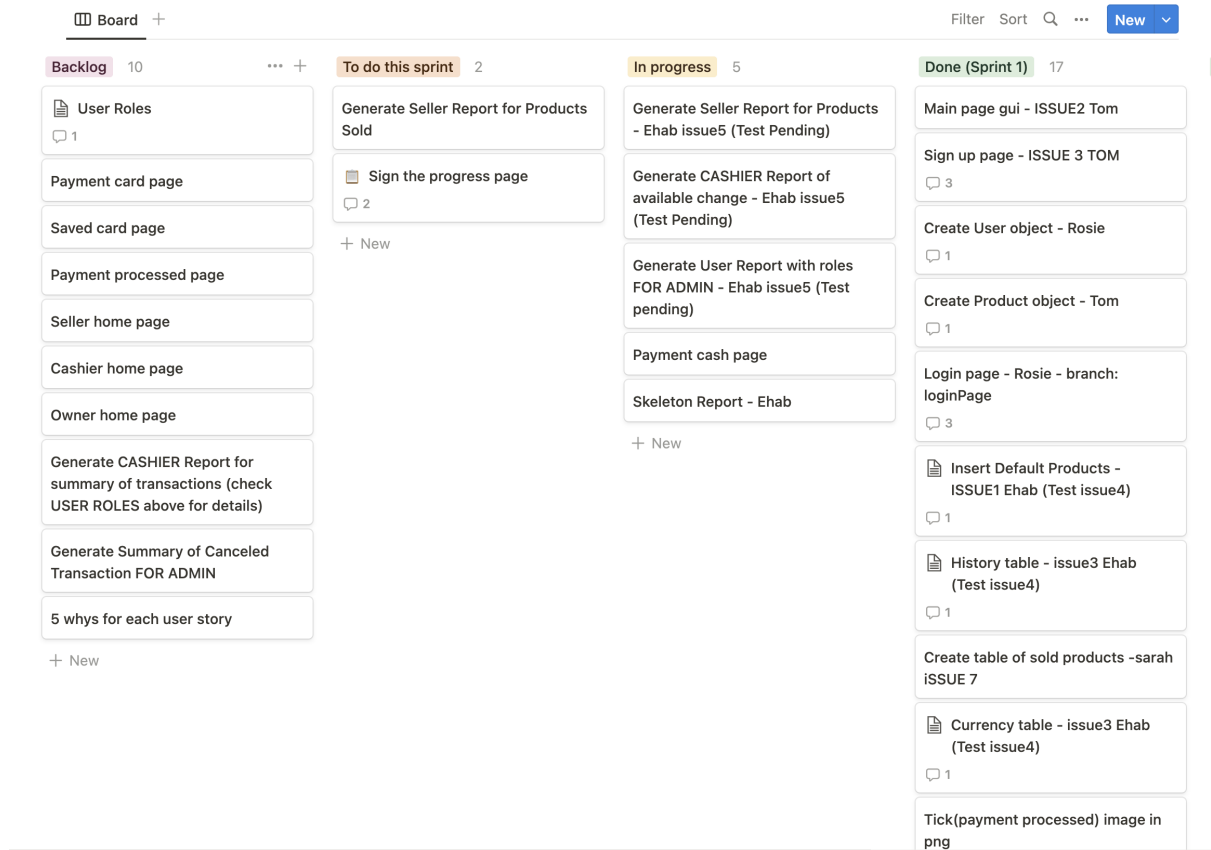
SQL stores our database of information including: items, cash, reports and users.

Agile Development Tools and Practices (CI/CD)

Notion

Notion was used to create our sprint board where the backlog, progress and completed tasks were include. Additionally Notion holds all our important documents, meeting notes and user stories as a hub for all group members. Sprint board can be see below. Each sprint task was allocated a tag which include issue name and the individual working on it. This tag aligned with the Github branch on which that sprint task was worked on.

The Scrum Master (Thomas) allocated these sprint tasks to each member for completion.



Github

Github was the tool used to share and implement all the code that was created. Each issue within the scrum was allocated an issue number and were created on branches with said name. Once the new element was created, test cases were created. From this once the issue was working correctly the newly developed element was pushed to the main branch.

Having individual branches for each sprint item allows for continuous commits to Github and allows our group to follow an Agile Development method.

Playing Poker

The playing poker website was used to calculate the velocity of individual items within the sprint so that time and resources were allocated accordingly.

Messenger

Messenger was the main form of quick communication by group members, reminding about meetings and where the stand up meetings were hosted.

Sprint Review & Feedback

1. Have different boards for each sprint

- Originally we were using the same progress board for all sprints

What we will change

- Create a new board for the next sprint

2. Different warning messages

- Originally we had the same warning message for users across different issues

What we will change

- Update the warning messages to be dynamic

3. Fix the appearance of the check button

What we will change

- The button will be altered as suggested.

Completed Components

- Main page gui
- Sign up page
- Create User object
- Create Product object
- Login page
- Insert Default Products
- History table
- Create table of sold products
- Code and item index
- Currency table
- Tick(payment processed) image in png
- LiteSnacks image in png
- User table
- Denomination Helper Functions getDenomQuantity() setDenomQuantity() Implemented and Tested
- Last 5 products panel Implemented and Tested function which returns List of last 5 purchases
- Function to get quantity Change quantity in Products Table after purchase Implemented and Tested

Plan for Sprint 2

Stories to be completed

- Guest/User purchase (cash)
- Guest/User purchase (card)
- Seller/Cashier/Owner pages

Appendix

Signed in as:
Guest

Drinks

LiteSnacks

☒ MW Qty ☐ Sprite Qty ☐ Cola Qty ☐ Juice Qty ☐

Product Price
Show Qty available

Chocolate

M&M Qty ☐ M&M Qty ☐ Bounty Qty ☐ Snickers Qty ☐

Chips

Smith Qty ☐ Pringle Qty ☐ Kettle Qty ☐ Thins Qty ☐

Candies

Mentos Qty ☐ SourP Qty ☐ Skittles Qty ☐

Last 5 products:

1. _____
2. _____
3. _____
4. _____
5. _____

Total \$ 00.00

Complete Transaction

Cancel Transaction

Login/Signup

LOGIN/SIGNUP

LiteSnacks

Do you have an account?

Yes

No

LOGIN

LiteSnacks

Username:

Sample User

Password:

* * * *

Sign In

Forgot Password

SIGNUP

LiteSnacks

Username:

SampleNewUser

Password:

* * * *

Confirm Password:

* * * *

* OPTIONAL [passwords don't match]

SIGN UP

Is signed in as:
Sample User New

Drinks

LiteSnacks

MW Qty ☐

Sprite Qty ☐

Cola Qty ☐

Juice Qty ☐

Chocolate

MW Qty ☐

Sprite Qty ☐

Cola Qty ☐

Juice Qty ☐

Chips

Mars Qty ☐

M&M Qty ☐

Bounty Qty ☐

Thins Qty ☐

Candies

Mentos Qty ☐

SourP Qty ☐

Skittles Qty ☐

Last 5 products:

Total \$ 00.00

- 1. _____
- 2. _____
- 3. _____
- 4. _____
- 5. _____

Complete Transaction

Cash

Card

Cancel Transaction

Sign Out

Signed in as:
Sample User New

PAYMENT (Cash)

Lite Snacks
Write qty of the cash

| Item | Qty | Total |
|-------|-------|-------|
| ~~~~~ | ~~~~~ | — |
| ~~~~~ | ~~~~~ | — |
| ~~~~~ | ~~~~~ | — |
| ~~~~~ | ~~~~~ | — |
| ~~~~~ | ~~~~~ | — |
| ~~~~~ | ~~~~~ | — |

| | |
|-------|--------------------------|
| \$100 | <input type="checkbox"/> |
| \$50 | <input type="checkbox"/> |
| \$20 | <input type="checkbox"/> |
| \$10 | <input type="checkbox"/> |
| \$5 | <input type="checkbox"/> |
| \$2 | <input type="checkbox"/> |
| \$1 | <input type="checkbox"/> |

| | |
|-----|--------------------------|
| 50¢ | <input type="checkbox"/> |
| 20¢ | <input type="checkbox"/> |
| 10¢ | <input type="checkbox"/> |
| 5¢ | <input type="checkbox"/> |

Graged out until
payment can be
made.

*(if not enough) Please enter sufficient funds.

Grant Total: \$---.---

Cancel Trans.

Pay

Signed in as:
Sample User New

PAYMENT (Card)

Lite Snacks

| Item | Qty | Total |
|-------|-------|-------|
| ~~~~~ | ~~~~~ | — |
| ~~~~~ | ~~~~~ | — |
| ~~~~~ | ~~~~~ | — |
| ~~~~~ | ~~~~~ | — |
| ~~~~~ | ~~~~~ | — |

Cardholder:

Card number:

* * *

Save user card details

YES

NO

*(if not enough) Please enter correct card details

Grant Total: \$---.---

Cancel Trans.

Pay

Signed in as:
SampleUserNew

PAYMENT (Card)

LiteSnacks

| Item | Qty | Total |
|-------|-------|-------|
| ~~~~~ | ~~~~~ | --- |
| ~~~~~ | ~~~~~ | --- |
| ~~~~~ | ~~~~~ | --- |
| ~~~~~ | ~~~~~ | --- |
| ~~~~~ | ~~~~~ | --- |

Use saved card?

Yes

No

↑
Finalises
Payment

↑
takes you
back to prev.

Grant Total: \$---.---

Cancel Trans.

Pay

LiteSnacks



Payment Processed

Enjoy your snacks,
(if user) SampleUserNew