UWA Course Curriculum Management System Group 1

Adharsh Sundaram Soudakar (23796349)

What went well?

The project had several positive aspects, with time management being one of the most notable. Every member of the team adhered to the project schedule, ensuring that work was delivered on time, even if some of the deliverables were not entirely complete. This level of commitment to meeting deadlines helped the team maintain momentum and avoid falling behind, a crucial aspect in ensuring the project's overall progress. Additionally, while there were communication issues, professionalism was generally maintained, with team members respecting one another and engaging productively, especially in the earlier stages of the project.

From my perspective, I played a key role in maintaining the flow of communication between the client and the team. When some team members struggled to understand the client's expectations, I stepped in to clarify and convey the requirements. This ensured that our project deliverables remained aligned with the client's needs, preventing potential misalignments that could have derailed our work. Another personal highlight was my ability to quickly adapt to the new technologies required for my tasks. Despite the short learning curve, I managed to deliver on my assignments, demonstrating my ability to quickly grasp unfamiliar technical concepts and apply them to the project.

Moreover, while not every member was able to deliver fully completed tasks, the project still benefited from the dedication of certain key individuals who were committed to delivering their parts. These contributions, along with the team's collective adherence to deadlines, ensured that we maintained a steady pace throughout the project timeline. Overall, the combination of good time management, effective communication where needed, and individual commitment allowed the project to move forward, even in the face of some challenges.

What could be improved?

One of the major areas for improvement was the distribution of technical work and the understanding of the language stack. The stack used for the project was unfamiliar to many team members, which resulted in a single individual taking responsibility for the

majority of the development work. This created a bottleneck, as the rest of the team was not able to contribute meaningfully to the coding process. It also limited their engagement with the technical aspects of the project. Ideally, the workload should have been more evenly distributed, allowing for more collaborative coding efforts and ensuring that all members gained valuable experience with the technology.

Communication was another significant issue that hindered the overall success of the project. There were instances where some team members didn't fully understand the client's requirements, which led to misunderstandings about what needed to be done. This lack of clarity caused delays and forced others, including myself, to step in and provide clarification. More consistent communication and clearer explanations would have minimized these issues. Additionally, while motivation was initially high, not everyone was able to follow through and deliver their parts fully, which created gaps in the project that had to be managed by others.

On the technical side, the development process lacked integration with testing requirements, which caused problems during the testing phase. For example, when I conducted automated testing using Selenium, I found that many elements lacked proper identifiers like IDs or names, forcing me to use inefficient methods such as relying on X-paths. Dropdown elements were another challenge, as I had to use keyboard traversal methods to select options due to the way they were implemented. These issues stemmed from a lack of coordination between the development and testing phases, and better planning could have prevented these difficulties.

How to improve it?

To improve future projects, better collaboration and a more even distribution of technical work would be essential. One of the first steps would be to ensure that all team members have a basic understanding of the technology stack being used. This could be done through initial workshops or knowledge-sharing sessions, where those with more experience can help train the others. This way, the responsibility for development wouldn't fall solely on one person, and everyone would have the opportunity to contribute to the coding process. Additionally, establishing clear roles and responsibilities early on could prevent one person from becoming overloaded with tasks while others remain underutilized.

Improved communication would also significantly enhance the project's workflow. Regular team check-ins could be scheduled to review progress, clarify any misunderstandings, and ensure that everyone is on the same page regarding client requirements and project goals. These meetings would allow team members to raise

concerns early, preventing miscommunication from escalating into larger issues. Additionally, using tools like project management software could help keep everyone informed about deadlines, task statuses, and responsibilities, further improving team coordination.

From a technical standpoint, developers should be more mindful of testing requirements during the development phase. Following best practices—such as using unique identifiers for HTML elements and structuring components in a way that facilitates easy interaction—would make testing smoother and more efficient. This would prevent the challenges I faced when using X-paths and manual keyboard traversal for dropdowns during automated testing. Integrating the testing phase more closely with development would ensure that the system is designed with both functionality and testability in mind. Lastly, fostering a culture of regular, constructive feedback would improve overall professionalism and help align individual contributions with the team's broader goals, ensuring a higher-quality final deliverable.

Project Pitch

https://youtu.be/n6oi2YtQRwM?si=koEE-iTHDJhIMKZz

Please copy and paste the link in a browser if not clickable. Thank you.