Joint Report Outlining Agile Development

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**Strategy Planning**

Here we carefully analysed the given specification, mainly viewing the project from the perspective of end users and the stakeholders, this is to ensure we develop a plan which satisfies both the stakeholder’s standards and is accessible enough for end users to easily interact and utilise. The key focus point during this stage was to outline the software’s required functionalities. For example, the permissions for different users, how booking costs are calculated, etc. Once we had a plan we felt met the requirements we began to discuss the potential roles for each group member.

All group members had relevant experience in web development from the prior year, using this as a basis we gained a good grasp on each other’s strengths and weaknesses. For example Arthur felt he performed better with the back-end of his website project, so it felt appropriate to assign him with more tasks involving the database/logic of the software. Following the Agile methodology of remaining open to change in requirements, this stage of the process was more of a rough outline rather than a comprehensive guide. We also followed the Agile recommendation of stakeholder and developer working together to get iterative feedback during this stage to ensure we were on the right track using feedback from our tutor.

**Continuous Team Iterations**

Iterations on the project were generally conducted twice a week, however this was subject to change depending on the size of the tasks at hand. The frequency of the iterations is justified by the fact it allowed for enough work to review at each iteration and meant the project was constantly progressing.

The general outline of each iteration would be to review the outcome of the previous iteration and then create a plan to be implemented into the project by the next iteration. Of course the beauty of this is that it allows thorough inspection at every stage of the development process, as should the review of a deliverable from a previous iteration be poor we can flexibly modify the plan for the next iteration, modify what was discussed previously, and then continue progress.

Examples of iterations would be an iteration for creating the log-in and home page GUI, then perhaps the next iteration might be connecting the two and adding a create booking GUI, whilst reviewing that the previously created pages meet a good standard. A further example of using iterations would be on the decision to implement MVC pattern, meaning a lot of code had to be modified and reviewed over multiple iterations.

**Simplicity**

The short nature of the iterations helped in managing the complexity of the system as the more manageable chunks allowed for the project to slowly build up, it also gave structure to the progress making it easy to know the functionalities currently expected to be implemented.

In attempting to further practice simplicity the MVC pattern was adopted for the system, this makes it much easier to recognise what functionality happens where as its much more structured than the code without MVC. Since adapting the project to MVC it has become much easier to both code and follow.