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| Course name:  Diploma in Software and Design | |
| Assignment title | **DSD-04 Agile Group Project** |
| Assessment weighting | *Need to pass the assessment to complete the course* |
| Passing Criteria: | Need to score 50% or more to pass the assessment.  **Total Marks: 100** |
| Due date: | **Your Tutor will advise you**  (late submissions incur 10% penalty, after 7 days late, the assessment will not be marked) |
| Assessment conditions: | This is a resource-based assessment. This means that you may have access to any relevant resources to assist you.  This could include your learning materials, information on the Internet, and so on. However, all work must be your own with no assistance from any other person. |
| Submission requirements: | Upload your project to Github or Cloud Campus |
| Module Names and Learning Outcomes | **Project Management**   * 1. Identify requirements and implement mobile solutions * 2. Conduct project planning activities that accurately forecast project costs, timelines, and quality. Implement processes for successful resource, communication, and risk and change management. * 3. Use an appropriate methodology for project management * 4. Demonstrate effective project execution and control techniques that result in successful projects * 5. Satisfy client expectations and meet client needs in executing a software development project |

This is an **ONLINE** only assessment. No paperwork is needed.

**Disclaimer of Plagiarism and Collusion**

I declare that:

* I have read and understood the ATC Vision Collage “Assessment Policy” and “Academic Cheating” sections as described in the Student Handbook.
* I am aware of the penalties for cheating as described in the Student Handbook.
* This assessment submission is entirely my own work, I have quoted, referenced and acknowledged any work copied directly from another source.
* I understand this assessment submission may be used for internal and/or external moderation.

I understand that if I have circumstances that affect my progress to complete assessment tasks, I will discuss it with my tutor prior to submission date

# Agile Group Project

## Objective

The students are required to undertake a group project as part of their Assessment for the Diploma in Software Engineering and Design qualification. The students are required to build an Android app using Agile methodologies. The App will also use a Source Control system such as Git.

## Purpose

The purpose of the assessment is to create an Android App using Agile and Scrum methodologies.

The intention is that all group projects should be successful, and all students are expected to contribute to their own project in accordance with the timetable.

Group projects are expected to take students 180 hours of work per student, spread over 6 to 7 weeks, and to enable students to display their understanding across a broad range of subjects.

Groups will be expected to exhibit professional skills in design, quality and management. Specifically, they will have to show that the work has been carefully planned, that components and systems have been properly tested, and that members of the group have cooperated effectively.

The exercise also gives students experience of working against deadlines, with a team of colleagues. This gives some idea of the problems encountered in normal professional practice.

The review meetings provide an opportunity to monitor group progress and for general discussion. Your tutor will attend all the review meetings.

### Requirements

Create a mobile app using Agile and Scrum methodologies. The final app may not be totally finished owing to time constraints. But still be operatable.

## Final deliverables

Copy and paste the questions below into a new document, answer them, and put it in your assessment folder with a copy of the app.

**Answer the following questions.**

What was the App that your group created?

**Answer:**

Expense App.

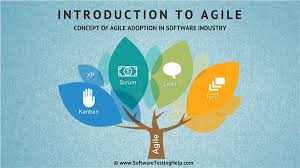
### Agile / Scrum

1. What did you learn about how the Agile and Scrum methodologies operate?

**Answer:**

**Agile methodology:**

Agile is a process by which a team can manage a project by breaking it up into several stages and involving constant collaboration with stakeholders and continuous improvement and iteration at every stage. The Agile methodology begins with clients describing how the end product will be used and what problem it will solve. This clarifies the customer's expectations to the project team. Once the work begins, teams’ cycle through a process of planning, executing, and evaluating which might just change the final deliverable to fit the customer's needs better. Continuous collaboration is key, both among team members and with project stakeholders, to make fully-informed decisions.



**Scrum methodology:**

The **Scrum** model suggests that projects progress via a series of sprints. **Scrum methodology** advocates for a planning meeting at the start of the sprint, where team members figure out how many items they can commit to, and then create a sprint backlog – a list of the tasks to perform during the sprint.



1. In practice how effective did you find this methodology?

**Answer:**

Both methodologies have their own value depending on the user's requirement, if the user is not sure about exactly what he needs, then the agile methodology must be used, but if all the criteria are crystal clear, then the scrum methodology would give me a plus.



1. What did you find was the strength of it?

**Answer:**

I have found that the agile approach is more responsive, straightforward, efficient, and that stakeholders are happier and more flexible with this methodology, since all is in their expertise and according to their needs and demands.

1. What were its weaknesses?

**Answer:**

The drawbacks I found during this group project are that there is no finite end to the requirements for agile methodology requirements that are constantly heading towards the developer. Documentation is minimal as it lacks advanced preparation and the production in this approach is mostly fragmented.

1. What were the best features of the process?

**Answer:**

The features of agile methodology that are best according to me are stated as follows:

1. Productivity of the agile method.
2. Flexibility because of the agility.
3. Project transparency due to agility.
4. How did they appeal to you?

**Answer:**

These features appeal to me as they make my client more comfortable with the job, as these features help to involve the client in the entire development process of the app. It helps to achieve the satisfaction of the client.

1. What was the worst feature of the process?

**Answer:**

The worst feature I've found in this process is the ever-creeping client-side requirements. As new requirements and changes are always there, the time of development is infinite.

1. How would you change them?

**Answer:**

I think we can have a brain storm session with the client before the start of any app functionality that will help to reduce the creepy requirements.

### Group work

1. What did you enjoy about this style of programming?

**Answer:**

I appreciated the cooperation of the client with the project due to this agile methodology, as all the features and progress of the project are clear to both the client and the developer, helping to increase understanding between the parties.

1. What are the downsides for you of group work?

**Answer:**

I found that while working in a group with agile methodology, the group's planning for the development of the methodology is always disruptive.

1. How did this session change your opinion of working in industry?

**Answer:**

This session changed my opinion as I come to know that working in a practical environment has a number of technical and complex issues that need to be addressed appropriately as the client is involved in working in the industry is not as simple as doing a college project.

### Source Control

1. What form of Source Control did you use?

**Answer:**

We used GitHub.



1. What were its strengths?

**Answer:**

The strengths for using GitHub are stated as follows:

• Make it easy to contribute to an open-source project.

• Work can be shown on the GitHub cased.

• Changes can be easily monitored.

• We have integration options with other GitHub platforms.

1. What were its weaknesses?

**Answer:**

The weaknesses are as follows

• GitHub security and pricing are the weaknesses of this source control platform.

1. How effective as a source control did you find it?

**Answer:**

GitHub helps managing the App versions effectively.

1. If you had to use it again what would you change?

**Answer:**

I will enhance the security features of the Git.

### Other

1. Do you feel that this has been a worthwhile experiment?

**Answer:**

Yes.

1. Why? Why not?

**Answer:**

I found it a worthwhile experiment as it let is gain practical experience of the agile software development life cycle.

1. **If you had to give yourself a percent grade for your contribution to the project, and the process, what would it be?** Bearing in mind that you might have produced little, yet done the hard yards. Or you made heaps, but it was really easy.

**Answer:**

I would give me an **A** because of my hard work I did during the implementation phase.