TRIMESTER 2 2023 COSC220 Software Development Studio 2

Information

⚑ Flag question

This page contains questions asking you to describe and reflect on your work within your group in the group project this trimester.

The input boxes are sized to give an indication as to the relative length of your expected answers to each section. Across the written questions on this page (i.e. exlcuding the git shortlog), you are asked to try to keep to within 1,000 words.

Question 1

Not yet answered

Marked out of 2.00

⚑ Flag question

Please list here the email addresses you used in your commits.

Also, please paste here the output of "git shortlog" to produce a summary of your commits in the project. For example:

```
git shortlog --author=wbilling@une.edu.au
```

produces

```
Will Billingsley (5):
      Added top-level project files, based on 2018 code
      Added empty core module
      Added skeleton of client subproject
      Update README - we can just use 'gradle' rather than 'gradle5'
      Add jacoco plugin to subprojects

William Billingsley (11):
      Added empty server module
      Added networking module with kryonet
      Server module now depends on core, network. Listens for connection.
      Client connects to server, added basic log4j config
      Added README.md
      Removed broken test
      Added dependency on Akka to server module build.gradle
      Client and server can take command-line arguments containing port number
      Added WorkerManager and WorkerActor as small examples of Actors
      Altered the client so it can build a "fat jar" including JavaFX components
      Altered client fat jar task to be a separate task
```

Note, the mark in *this* question is from completing this git task successfully. In the *next* question, however, you will describe your role in the project (and may find the summary from the shortlog useful as a reminder).

Question 2

Not yet answered

Marked out of 12.00

⚑ Flag question

What was your (personal) role in the team -- what did you have responsibility for, and what did you achieve in terms of your contribution to your team's success?

This should be structured like a portfolio. Describe your role, and show or link to examples of your work. For example, if your key contribution was on the programming side, you should include links to your most relevant code or commits on GitLab, and include a link to your contribution log or the contributors chart on GitLab showing your contributions. If your key contribution was in artwork or

contributors chart on GitLab showing your contributions. If your key contribution was in artwork or media assets, link to the media assets you produced.

Please note that the marker may mark this question in the context of already having read your group's group submission. That is, we may cross-reference between your individual and your group account of your project. The marking is based on a combination of your personal contribution and how well you describe it.

Question 3

Not yet answered

Marked out of 3.00

⚑ Flag question

What parts of your team's work, or how you have worked together, in this project do you think worked well, and why? How might you apply this to future projects?
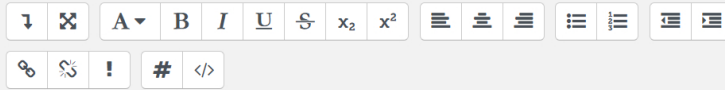
Be precise and analytical in your answer - you will be marked on providing a concrete/precise example, the insight into why this worked well in the specific context of this project, and how you would abstract this and apply it to future projects.

Question 4

Not yet answered

Marked out of 3.00

What parts of your team's work in this project do you think did not work well, and why? What would you do differently in a future project?

Note: You are being asked what *in your team* did or did not work, rather than to give feedback

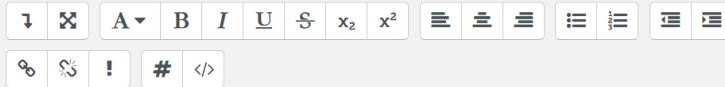on *the unit as a whole*. Again, be precise and analytical in your answer.

Question 5

Not yet answered

Marked out of 3.00

⚑ Flag question

The project gave you a challenging situation in which to learn and practice your skills (for example, a new toolchain, many developers, no manager, no product owner to impose a vision, and no hierarchy). What did you find the hardest about the project, and why?

Note: you are asked about what was hardest about your work in the software project (as opposed to giving feedback here on changes you would like to the unit)

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Acknowledgement of Country

The University of New England acknowledges that we are on Country of the Anaiwan people. UNE respects and acknowledges that its people, programs and facilities are built on land, and surrounded by a sense of belonging, both ancient and contemporary, of the world's oldest living culture. UNE also acknowledges the Gumbaynggirr, Kamilaroi, and Dhunghutti nations and pays its respect to the Elders, past and present, of these nations.

Oorala Aboriginal Centre