Personal Reflective Report - Scott Lockett scl10

My role within the group was a member of the Web Team, my responsibilities with the role mostly included creating documentation for the web/server aspect of the project, and some basic PHP and HTML.

My duties for the documentation were all completed on time and to the best of my ability. I found the documentation aspect of the project a lot better suited my skills than the actual implementation of the website. I produced multiple documents for the web application such as the testing specification, the design specification, and also in the project plan analysing the risk of the project as a whole.

My duties also took a lot less time compared to a lot of the other people in the group, who actually created the application or the website for example. I was given the tasks to start implementing the design of the website which I struggled with and as a result I was assigned very few tasks since then, and so my timesheet was significantly lesser to other members of the team.

As said previously, I faced quite a few issues with the creation of the website I was assigned as part of the web team. I’m not a very confident web programmer and I didn’t really feel like the position suited me and most technical jobs which were given to me, I struggled with and other members had to take over tasks and complete them. I was a consistent member of the team however and did attend all meetings and tried to help out whenever possible. During the coding week I was on hand to help in any aspects I could.

Communication was a major downfall of the group as a whole. Often tasks were assigned verbally, with no real specification of what to do, during the hour meeting each week. But were not fully explained due to time constraints and which had to be explained in better detail further in the week over other mediums which were not as efficient. During the first few weeks of the project, we did attempt a second meeting each week, which attendance was especially poor. This was more than likely again down to the failure of communication amongst the group, but also down to clashes.

In terms of discipline there seemed to be no difference between a deterrent and a threat constantly throughout the process. Team members were regularly threatened with yellow cards which weren’t responded well to. I think that work would of still be completed without the need for yellow cards to be mentioned. The team leader did work very well however, and managed the group exceedingly well towards the end of the process, and should be proud the way the team was managed.

The application team and the web team were both a very effective team and worked very hard and produced a very impressive application and website. I feel like the process was slow to start but came together very well towards the end and certain people in the group were vital to the success of the group.

I found the process a very good overall experience. It was interesting to see how a team function as a whole and how the group came together to create a piece of software that we can all be proud of. The experience was definitely a long and at times, dull, process, but still a very productive, useful and insightful experience.