Performance Review

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Team F

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Overview

To decide on our process model we first looked at a couple of factors about the project undertaken.

I. Project Requirements

The project requires the usage of react, node, javascript and html to implement a website with a working login feature that lets users view performance reviews based on username and project once successfully logged in.

II. Project Size and Complexity

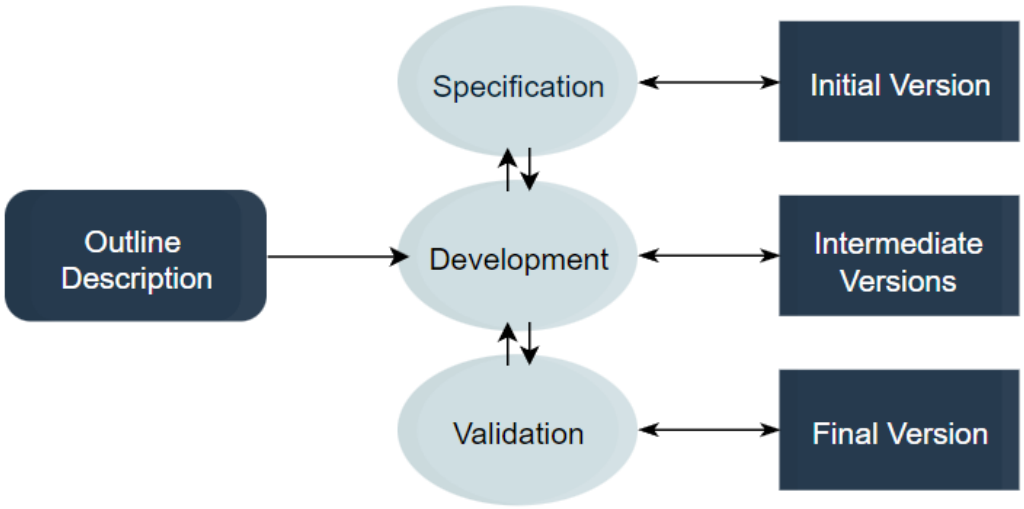
We took into consideration that the project was a relatively small and non complex one as it only required five people. Because of this our deadlines were more flexible with meetings held regularly to assess progress.

III. Familiarity with the technology

Another major factor was that we decided to use react to build our website instead of bottle. A reason for this is that it gave us an opportunity to work with a software most of us were unfamiliar with. Due to this, ample time had to be given to each designer to get familiar with the software.

Our Team Process Model

Based on the above mentioned factors we decided our process model would consist of first creating an initial implementation, reviewing it and then slowly evolving it with new features. These features would be split up into small increments that would allow us to regularly conduct meeting reviews and decide on updates where necessary. This way each member could stay updated on and also control the flow of the project while simultaneously working on their own work. This process model we followed was the Incremental model that focuses on small increments delivered in quick succession.



Team Meetings

We conducted scrum meetings during every single class, a note taker and a scrum master was decided at the beginning before moving onto discussions. During meetings regarding implementation and updates, we discussed what our project should look like, assigned tasks according to each designer's strengths and preferences and updated our product backlog which included our to-do lists, bugs , features etc. We took a look at each other's code, their progress, any trouble they might have had while working on the code and made decisions to either drop features we felt unable to complete on time or push it to the next sprint.

I. Pull Requests

We each worked on separate local branches that would be pushed to the online branch after work was complete. Then during our regular scrum meetings we conducted code reviews and once the code was approved by all members we merged it into the master branch.

II. Code Reviews

Code reviews were conducted during our scrum meetings, once someone had completed implementing a feature.

Evolution from our previous process model

While we still conduct regular scrum meetings, our previous meetings before sprint 1 included less discussions about the status of our programs. Our code reviews were not done properly and a proper system for pull requests was not followed despite being agreed upon. After receiving our feedback for sprint 1 we have held stricter team meetings, assigning tasks properly, and everyone updated the team on their progress. We held proper code reviews where the designer explained the working of their code to the rest of the team, while the team pointed out bugs or problems that might arise. Merges to the master branch were only done during team meetings once every present team member had seen and approved the code. We also thoroughly went through the marking scheme and checked out each point this time.

Improvements to our current process model

Our current process model could be further improved if we split tasks in larger quantities, for example each member is given five to six coding tasks or a single set of features to implement altogether. This would decrease the amount of times we create intermediate versions of the project, and the overall number of code reviews needed to be done. This would also save time spent deciding on allotting tasks during each meeting. Although we could have done this during our current sprint, due to the feedback from our previous sprint we decided to be more thorough and move through implementation slowly and rigorously.