

**CIS 3760 – Software Engineering**  
**Instructor: Prof. S. Scott**  
**Individual Accountability Report (IAR) Template**

Note. Refer to the Project Manual for detailed instructions for IAR submissions.

**Individual Accountability Report (IAR) Template**

The following questions **MUST** be included and answered completely for each submitted IAR.

**IAR must be submitted one of the following file formats: text or PDF.**

Q1. Student Name: Daniel Lyon

Q2. Student ID: 1018852

Q3. Associated Team Deliverable: Initial System Design and Product Backlog Creation

Q4.a) Section# 2

Q4.b) Team #:6

Q5. What were the main technical or methodological concepts and/or skills that were required to complete this team deliverable? (bulleted list is preferred):

- GitLab
- Team organization and communication
- Java Programming
- Android Programming
- UML Diagramming
- Scrum Style Working
- Formal Paper Writing Skills

Q6. What was your existing level of experience with these topics/skills before your team began working on this deliverable? (1-2 sentences):

My existing level of working with scrums, team organization, and paper writing were very good. These are basic skills that you learn throughout four years of working in computer science, and is necessary for when you are in the work force in this field. My java and android knowledge was a bit lack lustre but looking over the source code it came back to me. As for UML diagramming and GitLab, I had used them a few times but it had been a while so I basically started from scratch there, but my team was very helpful and I got the handle of it very quickly.

Q7. Comment on your individual academic, methodological, or technical learning during this deliverable, and what additional learning may be needed to understand or be more competent with these topics in the future?

During this deliverable I learned a lot. Obviously going over all the lecture slides about burndown charts, scrum methodology, and agile structures were a big thing. and lab notes were very important as well. Specifically for the deliverable learning about UML diagramming and going over Java syntax was probably the most important learning. I think I have a good grasp of UML diagramming as I did a lot of it with the group, Java syntax and structure will probably be the bigger thing as the course goes on and we delve deeper into app development.

Q8. What specific contributions did you make to this team deliverable? This should include technical or project management contributions.

I worked on my set of user stories, helped creating and editing the UML diagram, created the analysis section of our initial system design, added to the GitLab backlog, added estimated weight and time to the user stories, and general overall editing.

Q9. With whom did you collaborate for any of the above contributions (be specific)?

I collaborated with the whole team for the UML diagram, I had help from Kaitlyn making the analysis. I helped Nareshri with general editing. Gevin and I split up a Fragment class on one of the UML sequences.

Q10. Comment on how well you managed your time over the time period allocated in the Course timetable to this team deliverable (i.e. the time between the prior team deliverable to this team deliverable).

Time management was an aspect of this sprint that I think I handled brilliantly. The team got all our goals done in the time that we set, so when everyone was working so diligently and cohesively, it made it very easy for me to manage my time with them. All our meetings were scheduled with a purpose, and based around everyone's schedule so no time was wasted and everything was optimized.