Open Source and SCRUM tools

1. An evaluation of tools used to facilitate the development of an open source project using SCRUM
2. What tools were used, how did you use them?
3. What were the advantages and disadvantages of these?

**B)**

**GitHub**

GitHub was the main platform we used to maintain work continuity; GitHub also served as a platform for all the group members to upload work throughout the project. GitHub has a useful number of tools such as work time flows/contribution charts to show how work is being developed and who has been working.

We used this workflow chart in order to look at who has been contributing work. This allowed us to determine if the work was enough for the task at hand. Not only has this, but GitHub’s preview and edit tool has been extremely useful to the project as it allows the team to view other peoples work. For example when working on the artefact we have all been able to view and edit code all within GitHub; any changes made will be kept on GitHub for the whole team to see.

GitHub’s ‘Insights’ feature allows the contributors/the team to access a plethora of tools such as Pulse. Pulse allows users to see how many authors have contributed to the repository. Not only this, but Pulse also shows changes to files, additions and deletions of files alongside showing a useful graph to see which users have done these actions. GitHub’s Insights also offers features like Commits and Traffic. Commits occur when a file is altered or changed. When a commit happens, a unique ID is given to the change to identify what change has happened and when. GitHub’s Traffic is also a feature that was used by us to see the amount of visits our repository has had.

**Advantages and disadvantages of Github**

**Facebook messenger communication**

Communication is extremely important in software engineering, as a software development and engineering focus on working amongst a team. Without sufficient communication, a team would find it extremely hard to work together. For this project we used Facebook messenger in order to communicate with one another. We used Facebook messenger to organise meetings and to generally talk about ideas/work for the project.

**C)**

**Advantages and disadvantages of using Facebook Messenger**

Considering that we used Facebook messenger for our main source of communication, we found that there were some advantages and disadvantages. An advantage that we found for using facebook messenger was the ease of use. Facebook messenger platform is an extremely easy tool to use when messaging. It offers group chats, which is what we used for this project, it offers features such as polls which we used for quick answers to meetings, messenger supports images allowing us to show one another different images related to the project. Facebook messenger has a web client version and an app version of the application that supports Android/IOS which meant that each member of the team was able to access facebook messenger from most devices.

Even though that Facebook Messenger comes with a plethora of useful advantages, it also has its downfall. Facebook messenger can be seen as unprofessional in the perspective of a business case due to the fact that Facebook is a social media platform. Therefore something like whatsapp or Outlook email maybe a more professional platform to use to communicate. Using Facebook messenger requires users to create a Facebook account which is linked to the social media platform Facebook; this can be a distraction to users. Comparing Facebook Messenger to another means of communication like Whatsapp; Whatsapp provides encryption of conversations whereas Facebook Messenger does not, resulting in Facebook Messenger being less secure.

**Impact the tools had on the process**

GitHub’s work flow charts/contributor charts have impacted the project in a positive way. What is meant by this is by allowing the whole project team to see each other’s work and when it is uploaded, we can range whether the work is up to standard. This ultimately benefits the team to identify any potential problems/setbacks with other peer’s work which will help with the overall project. If this is the case then the project team can come together to collaboratively fix the problem, which also impacts the experience of problem solving within the group and any future problems.

GitHubs service in which allows users to view and edit raw code online impacted the team by allowing us to keep the project all in one place. Ultimately the artefact was needed to be downloaded from time to time to make sure that any changes made actually worked for the artefact. Moreover keeping the artefact in one place and one platform was extremely useful to the project as this allowed all team members to make changes to code if necessary. Making changes to the repository also meant that GitHub tracked the made changes.

Due to the fact that our project is an open source project, GitHub is an extremely useful system that allows such projects to be efficiently organised, tracked and worked upon in a collaborative manner. Not only is this a valuable tool to our project, but also to any other team wishing to work on a software development project. Github is free, open source and includes a wiki and an issue tracker which makes in-depth documentation easy to do and to get feedback for which will aid any software development project created. Not only is this an advantage of using Github but also a positive impact on the team.

Advantages and disadvantages of tools.