Personal Portfolio Template

(Group 6)
(Kenneth Cheung – N9700374)
(https://github.com/scrumbois6/Music-School-Project)

Artefact 1 – (**Studied the estimation techniques for the project**)

(Description about what the artefact is in general)

Due to an observation of how efficient our team was progressing through the tasks and a thorough analysis of our sprint and release plan relative to our progress (2 weeks after commencement of sprint 1), I have decided to alter the plan for sprint 1 by adding an additional user story to be completed.

Originally, we underestimated ourselves in believing that we might have a slower start before reaching our full speed/velocity. Thus, we arranged it so that our sprint 2 plan contained more story points than sprint 1. However, this was obviously not the case and therefore, the rearrangement I made allowed for both sprints to contain the same amount of story points.

(Brief description of how it was used/contribution to the project)

With the implementation of this slight change, we have balanced the amount of story points between the 2 sprint plans. This has not hindered the team's ability to complete the required tasks but in fact, it may have increased our productivity due to the pressure of the slightly higher workload.

Aside from this, project estimations have improved for sprint 2 as now we are now able to base those estimations directly on the results from sprint 1 as it contains the same amount of story points/workload.

Finally, this rearrangement has also directly improved work breakdown as the total number of task has changed from 23 to now 25. Subsequently, this allowed for an easy distribution of 5 tasks per member of the team.

(Screen capture of where it's used): REVISED SPRINT 1 PLAN (UPDATED ON 18/4/2018)

Story 27: Basic Pages

Task ID	Task Description	Estimate	Taken
T01	Implement landing page	1	1
T02	Implement login system	2	2
T03	Implement register system	2	2
T04	Implement Stylesheet and Scripts	2	2
T05	Verify story is complete	1	
	Story Points: 4	Total Hours: 8	

Story 01: View Schedule

Task ID	Task Description	Estimate	Taken
T06	Develop empty calendar	1	
T07	Write SQL read queries	1	1
T08	Display information in calendar	1	
T09	Verify story is complete	1	
	Story Points: 2	Total Hours: 4	

Story 03: Contact Information

Task ID	Task Description	Estimate	Taken
T10	Develop blank profile view	2	2
T11	Display contact information on profile via SQL query	1	
T12	Verify story is complete	1	1
	Story Points: 2	Total Hours: 4	

Story 10: Administrator Database Interaction

Task ID	Task Description	Estimate	Taken
T13	Develop view for editing database	2	2
T14	Write SQL read queries	1	1
T15	Write SQL update queries	3	3
T16	Write SQL delete queries	1	1
T17	Verify story is complete	1	1
	Story Points: 4	Total Hours: 8	

Story 16: Search Teacher and Student Profiles

Task ID	Task Description	Estimate	Taken
T18	Develop view for the search form	1	
T19	Write SQL queries to search database	1	1
T20	Display results in a table as links to profile	1	
T21	Verify story is complete	1	
	Story Points: 2	Total Hours: 4	

Story 07: Guardian Contact Information

Task ID	Task Description	Estimate	Taken
T22	Display guardian information for users under 18 on student profile	1	
T23	Verify story is complete	1	
	Story Points: 1	Total Hours: 2	

Story 06: Teacher Selection (NEWLY ADDED 18/4/2018)

Task ID	Task Description	Estimate	Taken
T24	Implement dropdown box consisting list of teachers from existing database	1	1
T25	Verify story is complete	1	1
	Story Points: 1	Total Hours: 2	

Artefact 2 – (Designed User Interfaces incorporating the user requirements)
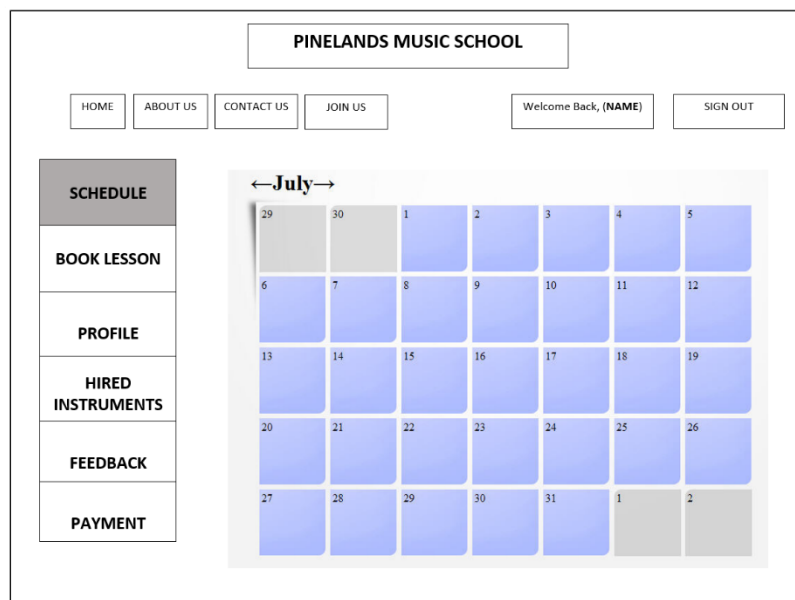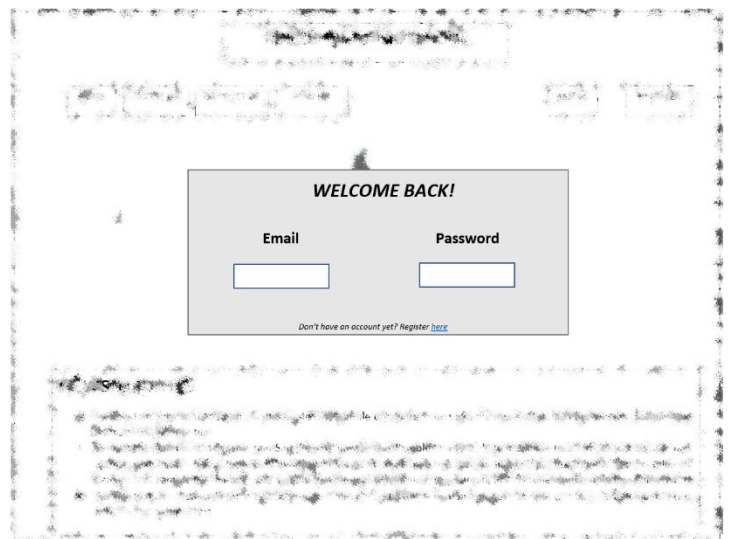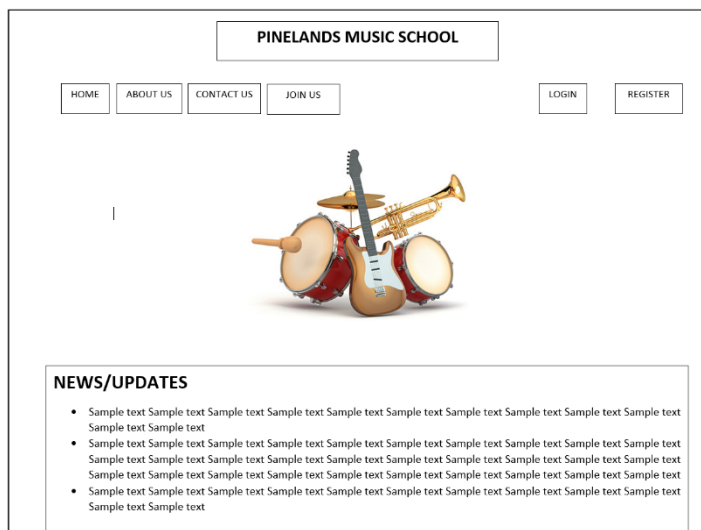
(Description about what the artefact is in general)

Simple and barebones mock up screens for the potential user interfaces for the music school website. As every member was to create mock up screens, I opted to focus on a potential homepage, login box, and student page incorporating most if not all the features which were described in our user stories. Contrary to my teammates, I also decided to also include a blog style section to the bottom of the homepage for news/updates from the school which is outside the requirements of the user story. However, this feature can be added to the final release depending on the team's decision.

(Brief description of how it was used/contribution to the project)

These mock up screens gave the development team a clearer idea of how to potentially set out the music school's homepage, login box and student page. The developers used a combination of the team's mock up screens as a base in the building of the actual Django template. In my designs, the overall general layout of the homepage was implemented as well as the side tab section evident in the student page.

(Screen capture of where it's used)

Artefact 3 – (Component diagram)

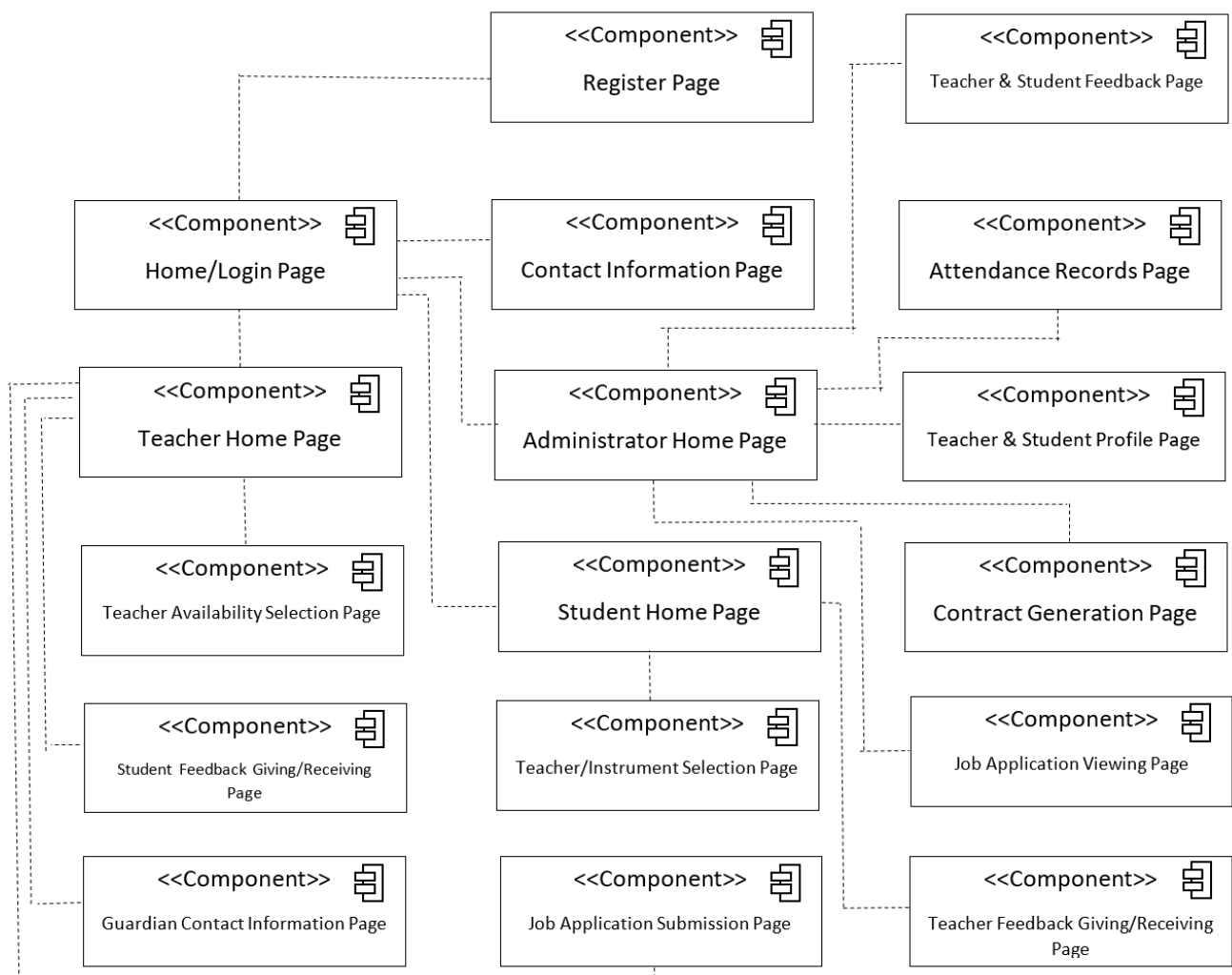**(Description about what the artefact is in general)**

The component diagram I made clearly depicts all the necessary webpages that should exist in order to support all the features of the final release. Rather than simply listing all the webpages, the diagram also shows their connections with one another. As recommended from the lecture notes, the components of the diagram promote high cohesion and low coupling being that each component have similar pieces of business logic and there not being too many integration points between two components.

(Brief description of how it was used/contribution to the project)

The component diagram was thoroughly referenced by the developers when working through sprint 1 to have a better grasp of which and how many webpages are needed to fulfil all the requirements of the plan. In addition to this, the component diagram was an effective tool in showing how the website should flow as the connections between the webpages were clearly depicted as well. Overall, the component diagram allowed the developers a better grasp over the concept of the website by listing all the main pages (home/login/register/admin/teacher/student) and their sub pages as well as the connections between them.

(Screen capture of where it's used)

COMPONENT DIAGRAM FOR SCRUMBOIS6 MUSIC SCHOOL WEBSITE IN DEVELOPMENT

Artefact 4 – (Burndown and team motivation/task management (Project Owner/Client))

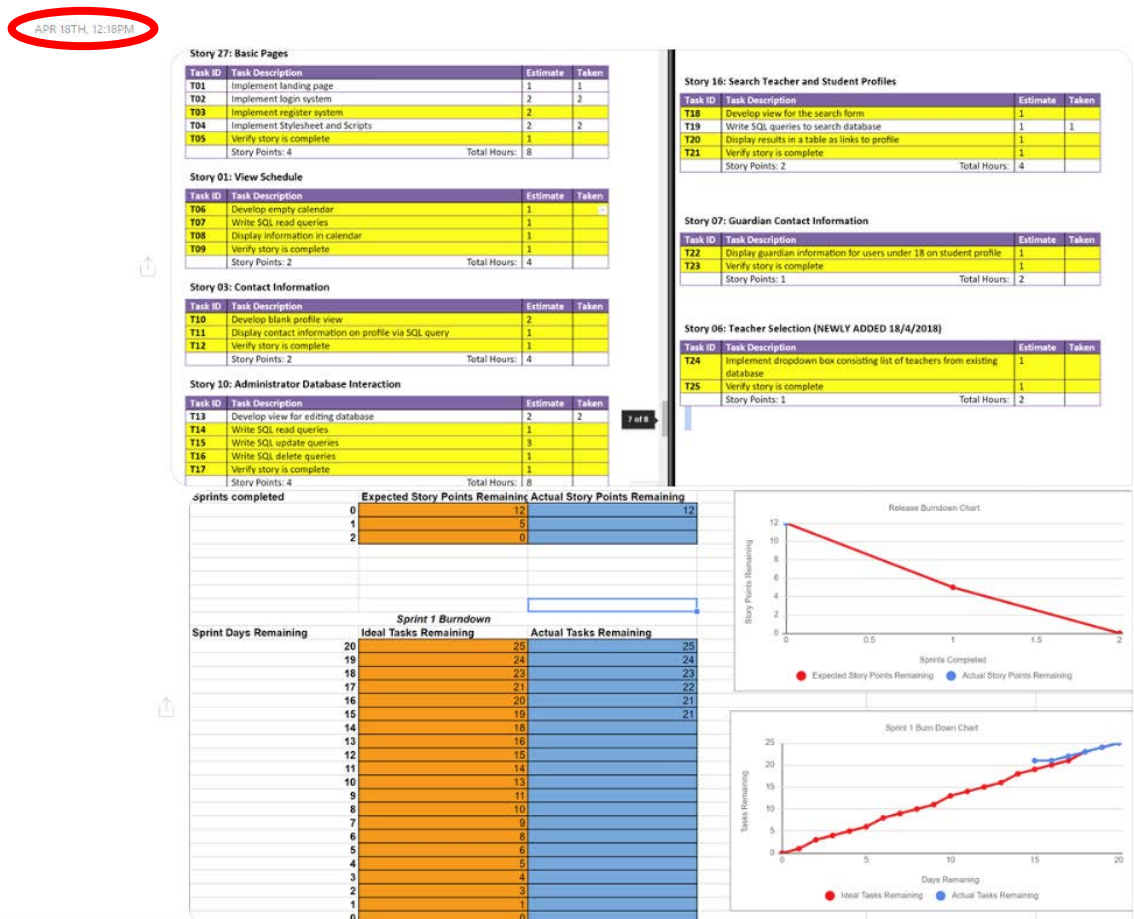**(Description about what the artefact is in general)**

As a project owner/client, I decided to also take on the responsibility of initiating team motivation initiatives. The most effective method I have found was to make full use of the burndown chart by updating it and each member daily of the overall tasks remaining, tasks left for the sprint week, and most importantly, whether the team as a whole is still on schedule to finish the sprint by the end of the four weeks.

Due to each of the members' own extensive personal commitments, the only forms of communication we share are to meet during tutorials and via a group messenger chat. Hence, I use messenger as the main tool to make the aforementioned updates to my teammates on a regular basis. Evidence of this can be seen in the screen captures below (with timestamps).

(Brief description of how it was used/contribution to the project)

The constant daily reminders of the overall tasks remaining, tasks left for the sprint week and the rate of which the team is completing the planned tasks definitely ensured that all our team members were well on the ball. We all knew what had to be achieved at various dates due to the pressure of the constant reminders of how many tasks were left and how much closer we were to the final due date. Additionally, the actual tasks remaining vs ideal tasks remaining chart has served as an indicator to what the team can expect for sprint 2 as well as a pointer for where improvements can be made. As our team did not fully embrace JIRA as our project management tool, my small initiative was the next best thing on keeping the team on schedule.

(Screen capture of where it's used)

Artefact 4 – Cont…

quick update

Task ID	Task Description	Estimate	Taken
T01	Implement landing page	1	1
T02	Implement login system	2	2
T03	Implement register system	2	2
T04	Implement Stylesheet and Scripts	2	2
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Story 07: Guardian Contact Information

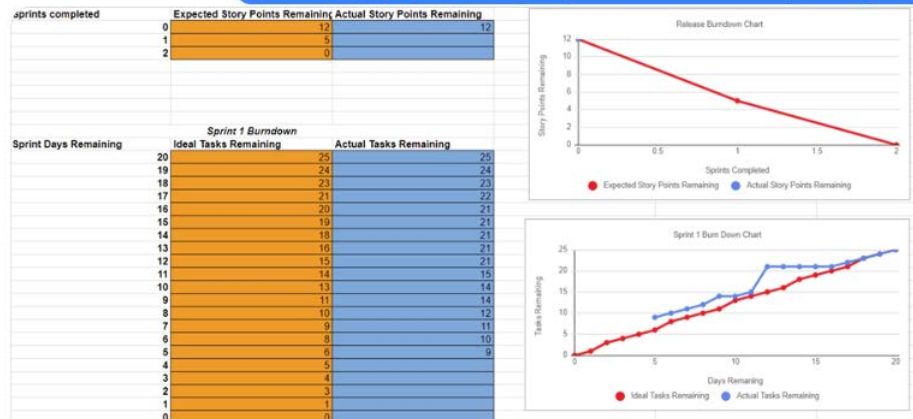| Task ID	Task Description	Estimate	Taken
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Story 06: Teacher Selection (NEWLY ADDED 18/4/2018)

Task ID	Task Description	Estimate	Taken
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T25	Verify story is complete	1	1
	Story Points: 1	Total Hours:	2

Story 10: Administrator Database Interaction

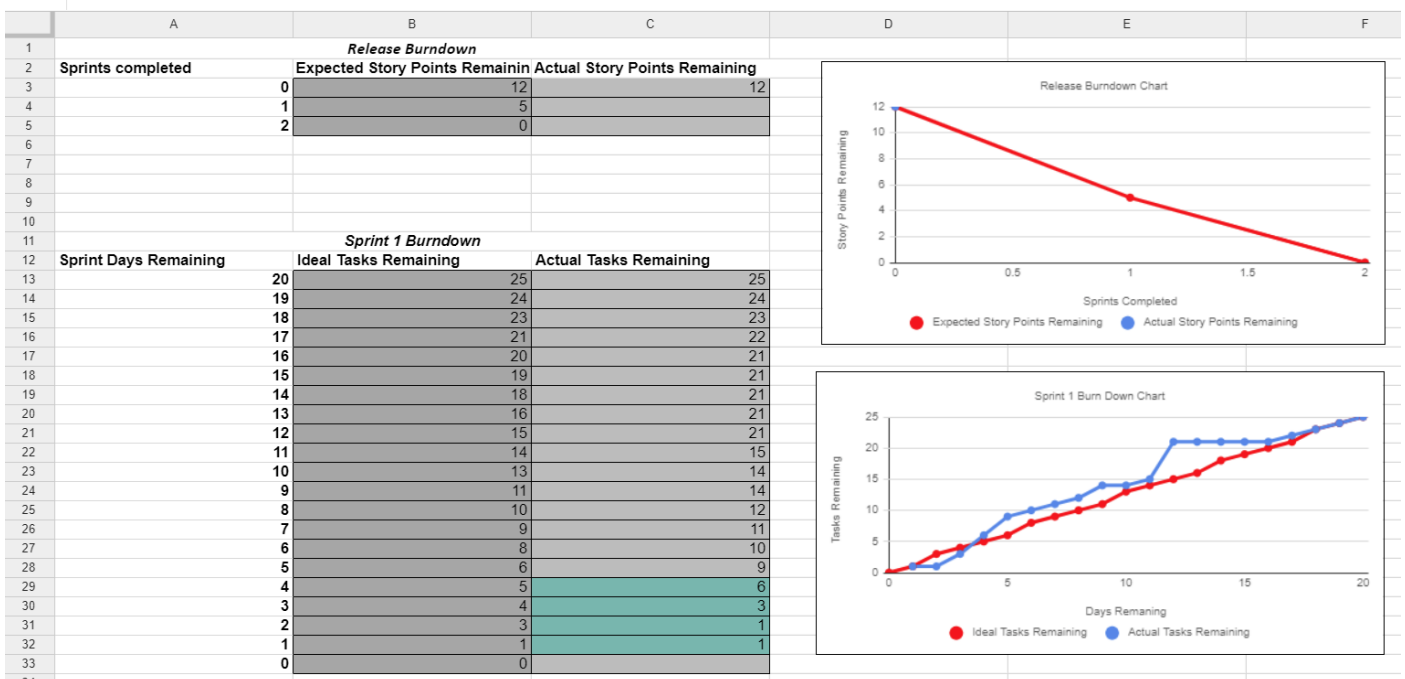| Task ID	Task Description	Estimate	Taken
T13	Develop view for editing database	2	2
T14	Write SQL read queries	1	1
T15	Write SQL update queries	3	3
T16	Write SQL delete queries	1	1
T17	Verify story is complete	1	1

according to the list nick gave me today

we only have 9 tasks remaining (highlighted)

if @Alex Butler and/or @Jacob Bullock can update me on the status of these, that'd be great

sprints completed	Expected Story Points Remaining	Actual Story Points Remaining
0	12	12
1	5	
2	0	

Sprint 1 Burndown

Sprint Days Remaining	Ideal Tasks Remaining	Actual Tasks Remaining
20	25	25
19	24	24
18	23	23
17	21	22
16	20	21
15	19	21
14	18	21
13	16	21
12	15	21
11	14	15
10	13	14
9	11	14
8	10	12
7	9	11
6	8	10
5	6	9
4	5	
3	4	
2	3	
1	1	
0	0	

	A	B	C	D	E	F
1		*Release Burndown*				
2	Sprints completed	Expected Story Points Remaining	Actual Story Points Remaining			
3	0	12	12			
4	1	5				
5	2	0				
6						
7						
8						
9						
10						
11		*Sprint 1 Burndown*				
12	Sprint Days Remaining	Ideal Tasks Remaining	Actual Tasks Remaining			
13	20	25	25			
14	19	24	24			
15	18	23	23			
16	17	21	22			
17	16	20	21			
18	15	19	21			
19	14	18	21			
20	13	16	21			
21	12	15	21			
22	11	14	15			
23	10	13	14			
24	9	11	14			
25	8	10	12			
26	7	9	11			
27	6	8	10			
28	5	6	9			
29	4	5	6			
30	3	4	3			
31	2	3	1			
32	1	1	1			
33	0	0				
34						

Artefact 5 – (Study the client's business processes and modelled improved business processes using BPMN 2.0 process modelling language)

(Description about what the artefact is in general)

I decided to model the student lesson booking process using BPMN 2.0. This model included aspects from stories: 01, 09, 06, 08 and 26. The process was broken down to two main aspects, the student and the music school. From the latter, two sub aspects were further analysed being the admin system and payment system. These aspects were depicted in the BPMN model by pools and lanes. The main aspects as pools, and the sub aspects as lanes.

Essentially, the BPMN model shows how each user story may interact with one another in terms of the flow of the processes, as well as what each process must communicate between the different aspects to progress.

Several assumptions were made in the creation of this model. These assumptions took how to make the development process of the website less complex, as well as the simplicity of the model into consideration.

These assumptions were:
- Assume Student does not cancel the lesson booking process mid application
- Assume the System does not malfunction/crash during the application process
- Assume the Payment Details are always approved

(Brief description of how it was used/contribution to the project)

This BPMN model essentially acted as a storyboarding tool for the development team to base their design on in terms of the integration of pages depicted relevant user stories, in addition to how each user story should flow on to the next. This effectively helped create a stronger cohesion between the sites' webpages.

Ultimately, the accurate illustration of the student lesson booking process aided the development team in creating an improved system design in terms of process flow and interactions.

(Screen capture of where it's used)

SEE NEXT PAGE

Student Lesson
Booking Process.pdf

^Full Model in PDF Above (for clearer view)

Student Lesson Booking Process