

Design Project Reflection Report

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1 Personal Development Plan

- **Test management:** I would like to learn more about test management. In the "vakoverschrijdend project" course someone else was test manager so my only experience with testing is writing unit tests. I would like to extend my experience to integration, functional, acceptance and performance tests. Not that I want to write all the tests myself, but I want to supervise all the test code and guarantee that the project is very well tested.
- **Cross-referencing different media types:** During this project I would like to work on the linking between different media types such as pdf and video. I would like to learn more about the pdf standard because so far I have no knowledge of it. I consider this one of the main challenges of the Classic project and want to be part of the team that writes this code.

2 Project reflection

During this project I learned a lot about testing because I was the test expert. In the first weeks I had to write a test plan and define the test strategy. This was not an easy task because I didn't have any experience with this. The assistants of this course provided us with a lot of material so I immediately discovered testing was more than only writing unit tests. After having chosen which types of tests we require for our project, I had to make a planning. Making the planning was not difficult be following it was. With the pressure of releasing every two weeks it was hard to release a fully tested version of the code. I learned that it is important to not skip this testing because it made us detect a lot of bugs.

The second thing that I wanted to learn was cross-referencing different media types. I knew from the start that this would be one of the main challenges of the Classic project. But in the first week we divided the work in such a way that I would be part of the backend coding team. Later it turned out the cross-referencing pdf and video would mainly be done in frontend and that Itext would not be used to achieve this. This meant that I wouldn't be learning as much as I wanted about this because I wouldn't be working on it. But it did learn a bit on how this was done, for example how did we store this in backend and how was it possible to create a cross-reference in our API.

Another aspect about this course was learning to work in a team of 7 or 8 persons. I already had some experience with this from the "vakoverschrijdend project" course where I also worked in a group of 7 persons. I noticed that this time the communication in my team was much better due to using Slack as a communication channel. Overall I am quite happy with the way things went in my team although things could have gone better. I learned that it is important to keep track of issues, bugs and task and assign a team member to each task in order to keep an overview of what needs to be done. Jira made it quite easy to maintain this overview.

Finally I also learned to work with Scrum. I found this very interesting and motivating. The fact that we had a sprint every 2 weeks really kept us going and focusing on small tasks at a time. Having a deadline every 2 weeks made us do a lot of work right from the beginning. I generally manage my time well but this was quite a challenge. Especially because my work as a test expert depended mostly on other people's deadlines. In Slack we created a scrum channel after 4 weeks. This channel had the purpose of short communication on what everybody was doing and who was waiting on who. This made it easier to make the deadline. What also helped was to fix intermediate deadlines, for example for the backend so that the frontend had enough time to finish their work. I also learned that the easiest of all is to just fix a time and place and work on the project together. We did some code sessions with the backend team and this allowed us to work very productively.

In conclusion , the design course learned me what it is to be a test expert and which responsibilities this brings along, how to manage working and communicating in a large group, and how to work on a scrum project where you have to make a release every 2 weeks.