JavaScript Project Retrospective

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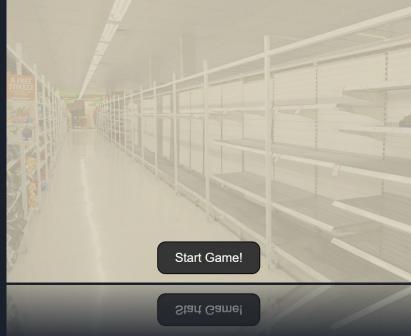
Development of the project

- To create it we discussed ideas as a group and laid the groundwork together.
- We were shown some examples that we used to research the sort of content that would be required as well as finding some ourselves online.
- Once we knew what was to be expected of us we distributed the tasks amongst ourselves in a way that best made use of our individual strengths. The initial delegation was for:
  - Lewis to write the outline of the story and then assist in the coding,
  - Marek to work on the bulk of the actual story telling, writing the prompts and alerts that guide the player,
  - James to work on the back-end coding,
  - And Sion to work on the front-end coding.

Problems in development

- Unfortunately due to unforeseen circumstances we had to redistribute the tasks.
- The redistribution resulted in James working on the front-end coding after the back-end was fully implemented then assisting Lewis in the writing of the prompts.
- And Lewis ended up assisting in the implementation of the back-end methods James wrote, then doing a large chunk of the writing for the prompts.
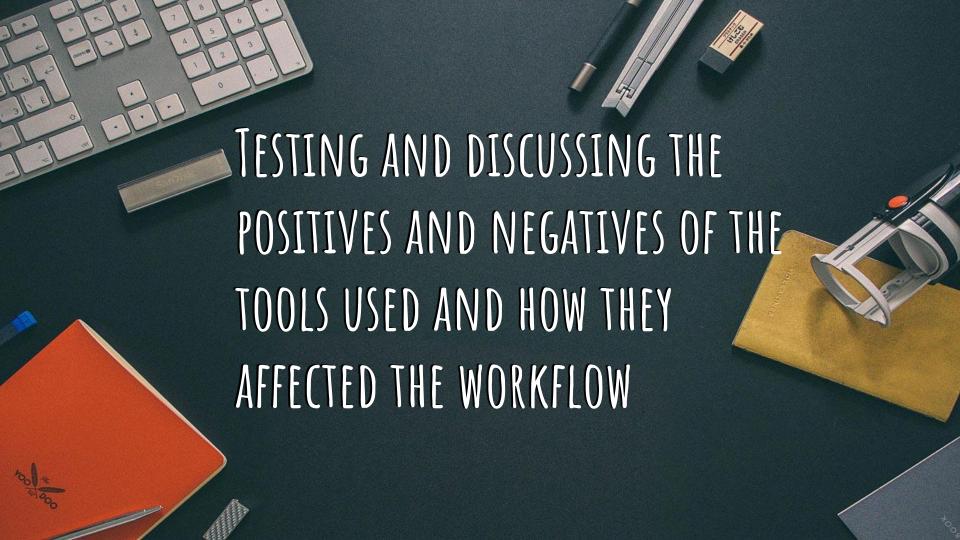
The finished project

- Overall the finished project was a success!
- We built a game from scratch and produced something we are proud of.
- There were no known bugs or errors in the final version, though there may have been some grammatical errors as our focus was in ensuring that the code itself worked.

Start Game!

James

Improvements

- The development of the project was not without its issues with a number of unforeseen circumstances impacting the creation of the project and causing us to adapt and redistribute workloads as we saw fit.
- Better communication would have limited the scope of these issues as would all members presenting everything they had at regular intervals (e.g. in stand-ups) instead of us discussing our respective areas without showing it.
- If we notice the issues earlier we could have improved the writing by giving it a lot more flavour.
  - We would also have had the opportunity to thoroughly check for any spelling and grammar errors as we wrote it straight into Visual Studio Code which does not natively have any form of spell check.

James

Testing and discussing the positives and negatives of the tools used and how they affected the workflow

The usefulness of Trello and Slack

As we created this project in a virtual environment these digital tools were invaluable in allowing us to all monitor the progress and updates of each member by either using screen sharing tools or by transferring files via slack.

Trello allowed us to quickly keep track of other members progress while also updating our own progress and then allowed anyone done with their task to see what needs to be done and then assisting with that.

Slack allowed us to communicate and transfer files with relative ease and gave us an quiet and simple way to talk with the tutors when ever we needed assistance.

What are the drawbacks/limitations of using Slack and Trello?

Slack's limitation is the lack of voice/video chat forcing us to look elsewhere instead of being a all in one useful tool for working on a project.

Trello assisted greatly on letting the group know what was done and wasn't but the downfall of trello is that it does only one thing very well where as a couple of extra addition would make it a more fantastic tool than it already is and an example of a good feature to have would be the ability to nest task within each other.

Lewis

Efficiency of the team and project management – were stand-ups helpful? Was Kanban planning effective?

Overall the efficiency of the project was good. We distributed tasks in a manner that allowed us to work productively and to complete as many tasks simultaneously as any dependencies allowed while also taking advantage of each members individual strengths.

Stand-ups were a helpful activity however we did not make the most of them as a group and properly share our work instead just discussing how we were doing and any issues that had arisen. This is something we will all keep in mind when working on future group projects.

Using the Kanban method on a group Trello board was also effective allowing individuals to easily keep track of their parts of the project while also allowing everyone else to see how the overall project was coming along and to offer help if they were significantly further ahead than anyone else.

James

Was testing effective? What was the purpose of the tests you carried out?

The testing was extremely effective as it allowed us to find bugs with the code that allowed the program to function but not with the purpose we designed it for such as the random number generator only generating 1 set of numbers once the page was loaded and not as you reset the game.

While the main purpose was to see if the game ran and all of the events and obstacles worked as intended a positive side effect was the bug checking that came along with it allowing us to refine the games code more.

Lewis

Differences in workflow between the HTML/CSS project and the JS project

James' point of view

There were significant differences in terms of the workflow between the two projects for me the primary reason for this was my relative familiarity with JavaScript in comparison to HTML and CSS which allowed me to work on my sections of the JavaScript project with fewer breaks in productivity to research methods or review the taught materials.

I am overall an advocate for group productions as it allows for the distribution of labour in a manner that makes full use of everyone's individual skills and thus improves efficiency of the project. However I am also glad to get the opportunity to perform tasks in the individual HTML/CSS project that allowed me to learn a great deal as they pushed me out of my areas of understanding. Had the web project been performed as part of a group I perhaps would not have gotten the opportunity to learn the skills I did.

Lewis' point of view

The Difference in workflow was noticeably large due to my experience with HTML and CSS being very limited and having fewer people assisting with the project so while I had complete creative freedom I didn't have the experience nor the time to fully lay out what I wanted in my website.

While working alone I didn't have need of a flowchart or Slack but I still made use of Trello but while not having need of these tools I realized midway though the project the usefulness of them not only for a team but for organizing your ideas.

Though these tools are a necessity in a team because it allows for the group to have one collective goal therefore giving a order to the workflow and allowing the group to be a lot more efficient as our team were able to give out roles and tasks to each member while also being flexible enough to assist other with their task.