

# Post-Scrum Week Reflective Report

## Software Development Processes and Tools

### Processes

#### Agile

My team used agile software development when working on the project.

Agile is an ideology within software development that outlines a process in which rapid prototypes are created, tested, and released to the user in quick succession, in small/incremental updates rather than occasional major versions.

This workflow was definitely the right way to go – regular progress meetings focusing on what was stopping anyone from achieving a goal and how to defeat that issue as soon as possible meant we were always looking forwards to solutions rather than stumbling on problems.

### Tools

#### Communication

All of the members of our group were in contact via a Discord server which we used leading up to and throughout both scrum weeks to talk, send images and videos, send code snippets, and voice and video call (including screen sharing). This comfortably facilitated practical real-time collaboration allowing us to operate effectively using agile methodologies.

#### Planning & Testing

Whilst working on the project we never really dove into a wide spectrum of tasks, so we found that the most effective way to delegate work was to verbally assign tasks as using a tracking tool like Trello really would have overcomplicated things. I understand the benefits of a tool like Trello but I still firmly believe this mainly verbal method was the most effective for us.

#### Version Control

Throughout both of the scrum weeks we made use of a shared private GitHub repository as the tool used for version control, with each of the team members able to push and pull from it in real-time. We all completed the agile team member driving license and I had previous experience with GitHub going into the project, and we did not really run into any issues here – GitHub was definitely the right choice.

## Application Critique

To speak honestly about the result of our project, I am not happy with the app we had to show at the end. This is mainly due to the fact that we spent the majority of the time in both scrum weeks trying to learn new software, so did not get nearly enough time to work on planning and creating the application.

There are positives; towards the end of the second scrum week, we really started to pick up momentum and were getting a lot done in a short space of time – I think if we had been given a better idea of what the project was before starting the scrum weeks then we may have had the chance to be more prepared. It is also worth considering that we chose the more difficult approach of developing an android app vs a web app or some other solution. While this may have been impractical due to our lack of experience, I'd argue that any other solution would've ended up

similarly as the main obstacle was not producing something but producing something to a real industry standard for use in the real world – this was not something any of us expected to have to do coming into this year or this assignment, and none of us had ever made or attempted to make a commercial product before this.