

Diploma in Software and Design

Assignment Cover Sheet

Student's name: krishan kumar	
Module Name /or number: Mobile App Dev (25 credits)	
Assignment title and/or number: DSED-04 Agile Group Project	
Assessment weighting	<i>Need to pass the assessment to complete the course</i>
Passing Criteria:	Need to score 50 or more marks to pass the assessment. Total Marks : 100
Due date: Sunday, August 29, 2021	Date submitted: (late submissions incur 10% penalty, after 7 days late, the assessment will not be marked)
Assessment conditions:	This is a resource-based assessment. This means that you may have access to any relevant resources to assist you. This could include, for example, your learning materials, information on the Internet, and so on. However, all work must be your own with no assistance from any other person.
Submission requirements:	You're required to upload the following on Cloud Campus: <ul style="list-style-type: none"> • This document, completed where appropriate • Visual Studio project files • Upload your project on Github and paste the link below GitHub Link: https://github.com/kk04840/Different_Car_Models_Agile.git
Learning Outcomes:	<ul style="list-style-type: none"> • Applying appropriate business process modelling tools to analyse and document business processes; • Software estimation and metrics; • Systems development paradigms e.g. Agile, Structured; • Critical thinking, business logic, organisational processes, innovation and enterprise skills; • Project planning, management and control – cost, risk, quality, stakeholder, change, configuration, contracts, and maintenance management • Application of professional and ethical practice, including sustainability, equity, social and contemporary cultural issues, relevant to an IT organisational environment (e.g. Treaty of Waitangi and accessibility issues); • Organisational implications of managing and complying with legal and regulatory requirements (e.g. health and safety, contract management, licensing, privacy; observing security responsibilities and industry codes of practices, and codes of conduct (e.g. IITP) relevant to an organisational environment.

- Information representation design for multiple situations e.g. data visualisation; technical writing - help documents, user instructions, specifications;
- Personal and interpersonal skills including customer service, leadership, teamwork, negotiating, self-management, social and multicultural awareness, relationship and conflict management

Assignment Checklist:

Requirement	Completed
Database	[Symbol][Symbol]
User interface	[Symbol][Symbol]
Functionality	[Symbol][Symbol]
Coding	[Symbol][Symbol]
Testing	[Symbol][Symbol]

Disclaimer of Plagiarism and Collusion

I declare that, to the best of my knowledge, this assessment is my own work, and has not been copied from any other student's work or from any other source.

Your Name krishan kumar

Enter your name here to indicate you agree to the above statement.

Agile Group Project

Objective

The students are required to undertake a group project as part of their Assessment for the Diploma in Software Engineering and Design qualification. The students are required to build an Android app using Agile methodologies. The App will also use a Source Control system such as Git.

Purpose

The purpose of the assessment is to create an Android App using Agile and Scrum methodologies.

The intention is that all group projects should be successful, and all students are expected to contribute to their own project in accordance with the timetable.

Group projects are expected to take students 180 hours of work per student, spread over 6 to 7 weeks, and to enable students to display their understanding across a broad range of subjects.

Groups will be expected to exhibit professional skills in design, quality and management. Specifically, they will have to show that the work has been carefully planned, that components and systems have been properly tested, and that members of the group have cooperated effectively.

The exercise also gives students experience of working against deadlines, with a team of colleagues. This gives some idea of the problems encountered in normal professional practice.

The review meetings provide an opportunity to monitor group progress and for general discussion. Your tutor will attend all the review meetings.

Requirements

Create a mobile app using Agile and Scrum methodologies. The final app may not be totally finished owing to time constraints. But still be operable.

Final deliverables

Copy and paste the questions below into a new document, answer them, and put it in your assessment folder with a copy of the app.

Answer the following questions.

What was the App that your group created?

Agile / Scrum

1. What did you learn about how the Agile and Scrum methodologies operate?
2. In practice how effective did you find this methodology?
3. What did you find was the strength of it?
4. What were its weaknesses?
5. What were the best features of the process?
6. How did they appeal to you?
7. What was the worst feature of the process
8. How would you change them?

Group work

1. What did you enjoy about this style of programming?
2. What are the downsides for you of group work?
3. How did this session change your opinion of working in industry?

Source Control

1. What form of Source Control did you use?
2. What were its strengths?
3. What were its weaknesses?
4. How effective as a source control did you find it?
5. If you had to use it again what would you change?

Other

1. Do you feel that this has been a worthwhile experiment?
2. Why? Why not?
3. **If you had to give yourself a percent grade for your contribution to the project, and the process, what would it be?** Bearing in mind that you might have produced little, yet done the hard yards. Or you made heaps, but it was really easy.