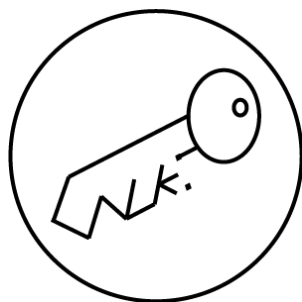# Unlock:

Individual Report

Version 1

Date 6/June/18

Authors
Lauren Tomasello

Group Overview

Lead Developer

I had the role of Lead Developer. I accepted this role as I had the most prior programming experience in the group. This involved managing the functional spec, assigning people to user stories (with Liam), setting up dev-ops infrastructure (GitHub/git/gradle), and helping people to set-up their tools and diagnose problems.

Contribution to deliverables

- Wrote and maintained Functional Specification with others
- Managed the GitHub issues where user stories were tracked
- Wrote timesheets, took minutes in meetings towards the end of the project, wrote QA evaluations for my role and contributed in group discussions about financial plans
- Contract (negotiated contracts to sell 5 modules (3 distinct modules) to 3 other teams, Tom also aided with sale to YSD)
- Contract (developed all three modules that were sold)
- Wrote code for almost all user stories for the Java Kiosk app (and integrated them) – did not write code for the Android app although helped in some cases with debugging
  - Classes worked in include: IconButton, MapView, MovieView, PictureView, POIView, SlideView, TextView, POIEvent, FontAttrib, ColorAttrib, POI, Positionable, Presentation, Slide, SlideElement, TextFormat, Kiosk, VideoTool, XMLParser, PositionAttribTest, PresentationTest, SlideTest, TextFormatTest, MovieViewTest, PictureViewTest, and minor additions to other classes.
- Wrote automated (JUnit) testing for JavaFX components and model classes
- Created minutes template
- Represented the team at Project-Wide Standards meetings and organised that working group, wrote most of the schema (along with Zak West in team Legba)
- Represented the group in both presentations
- Wrote the HTML tour
- Maintained infrastructure like git repository, GitHub, gradle configuration/dependencies, IntelliJ
- Generated the map tiles from the OpenStreetMap ArcGIS geographic dataset

Self-Critique

- Should have identified problems earlier with lack of confidence with tooling, e.g. git/gradle, and done workshops or created guidance/training documents
- Should have met with sub-groups more frequently to ensure decisions being made were aligning with project goals
- Should have worked with QA and Testing managers more closely to help align QA/testing procedures with coding practices

- Should have more strictly enforced policies regarding source code formatting / source repository usage.

Conclusion

Despite many issues getting everyone started with the tooling (IntelliJ etc), quite a lot of work was achieved. Despite the Android team separating into a separate repository, which had its drawbacks, it did emphasise the advantage of organising teams in an agile way: when people have ownership over their code they tend to take it further.

I regret that we deviated from the agile philosophy in the sense that we had an over-reliance on lengthy documentation which is difficult to keep in-sync with the codebase. I'll restate the agile manifesto for reference: "Individuals and interactions over processes and tools, Working software over comprehensive documentation, Customer collaboration over contract negotiation, Responding to change over following a plan". When the focus becomes on documentation it becomes harder to keep track of whether what you are working on provides genuine value to the users. I think I could have given better guidance to the team in this area.