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Individual Report

Version 1

Date 6/June/18

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LT/1.0



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

- Functional Specification
- 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 entirely)
- 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
- 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

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.

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