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IFB299

Personal Portfolio

Team 111 : Parking Permits and Violations

Following the completion of this project, a portfolio was completed to illiterate and demonstrate what had been done by me and my contribution towards the project and the team, following this I have listed a few things that I believed that I have helped and contributed towards during this time with my team and this project, these are mostly documentations as most of the website and programming went towards our CS team mates as they were more adept with the program and design.

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| Release 1 Artefacts: | Release 2 Artefacts: |
| * Website planning * Digital wireframes * Release plan check * User stories planning and production * Sprint plan 1 & 2 collaboration | * **Release planning** * **Sprint 3 collaboration and Sprint 4** * **Initial planning of Business Letter** * **Website Testing and troubleshooting** * **User story matching and checking** |

**Release 1 artefacts:**

Initially our team consisted of six people that contributed towards the project, unfortunately due to unforeseen circumstances, she had to drop out this owing to personal reasons, as she had contributed a little towards the team’s project already we did not want to add that into our own artefacts. My own contribution towards the project were as stated above.

Website planning:

In this section of the artefact my contribution towards this section was of the helping of the CS team to design the website before the paper wireframes. This was initially seeing what and should be put into the designing of the wireframes, this later was known as the user stories.

Paper wireframes:

This was the step after the initial planning stage this was the physical representation of the website planning from user stories, this step was done by our other team mate who dropped out but through this I had scanned and put the file into the GitHub helping the team to look at it without looking at it on paper.

Digital Wireframes:

This step was done by me as the all of the initial planning and drawing was done and all that was needed was to make it a bit more colourful and make it more like the real site and how it should be physically rep[resented. This is the final step towards making the real site and should of represented the site to its fullest.

User stories and production:

As explained before this step was used in the designing of the website as well, as these were requests out customer and their customers would encounter in using our designed website.

Sprint plan 1 and 2:

The plan was collaborated on with my other groupmate Lorenz E., most of it was done by him but some of it was contributed by me as I was helping him out. Adding points and fixing errors were my main priority while he worked on it.

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**Release 2 artefacts:**

Release 2 was similar to Release 1 in most regards, but in this release a lot of the work was mainly in finalising many of the steps started in release 1. This includes website and documents.

Release planning:

Planning of this release plan was essential as a lot of the work is in this release and it results in tears if not done properly, my main contribution towards this was helping the release in its writing. Helping put together the document and writing some of its contents.

Sprint 3 collaboration and Sprint 4:

As seen in Sprint plan 1 and 2, 3 and 4 are similar in many regards, helping out wherever I could release 3 was finished off by be and initially started by my group mate, going into 3 I decided to finish off 4 as well. Both were done from the user stories and matching its point up during the process.

Initial planning of Business Letter:

The business letter was initially written by Lorenz E. although the initial planning was done by me with input and help from other team mates to plan the business letter a bit more appropriately. Notes taken from myself the other team mates helped finish the initial plan.

Website Testing and troubleshooting:

Following all this, the last parts of the release and sprints consisted of testing and troubleshooting the website of any errors and bugs. Some errors were and found by me and were mentioned towards the CS team and was fixed immediately. Programs that were used included selenium and manual testing as I found selenium was not reliable at times as it would give false negatives at times when manual testing had worked.

User story matching and checking:

After troubleshooting the website, the next step was to check the website of any diffraction from the user stories, this was done by going through each user story and checking it compatibility with the website, this included checking if the user story matched with the website and completed its purpose.