Agile Development Episode Outline

# Feasibility and requirements

At first we looked at the project specification provided to us and reviewed how we could implement it. We identified the users who were going to be using the system, which boiled down to simply be the administrator and the users/players. We saw it needed to fulfil the main criteria, with 3 main tabs of Viewer, Scoresheets and admin.

# Planning

For this part of the process, we started to plan how we were going to implement the data in their various classes. We met up in person and discussed using UML diagrams, how we were going to represent the data in code form from what is specified in the specification. Eventually we settled on an overall design and began work on this area. After this, we discussed what needed to be done in terms of prioritisation, as no particular area needed to be done first, we decided that functionality was going to be more important than aesthetics and that creating it from scratch in JavaFX would better than using the FXML editor.

# Development and iterations

At this stage, we start our development iteration process, this includes finalising our design plans and beginning to code up the project. As we worked with the project and discovered issues, we talked amongst ourselves, be it online or in person to see what we could do about it to sort the issue. For example, we needed to include an ID for the matches so we could identify which match was which, therefore updating the plan after we had begun. This more fluid system of agile development allowed us to develop the program at our own pace whilst also allowing for changes as we implemented it. We maintained daily communications on what we worked on and what our issues were in a verbal and online manner.

# Adaptation

As we developed the product, we looked back at the specification to see whether we were creating something in line with what we needed to make and adjusting where needed to suit this. At one point we had a standing meeting on our landing to discuss how we were getting on and what we had left to complete before the menu was complete.

# Simplicity

One part of our project we have found that having a simple GUI for the user makes things a lot easier as they are able to identify any issues which the design may have. We experimented with other designs and found that keeping it minimalistic was preferable. Further to improve the adaptability of the code we have kept it as simple as possible in order allow for simple and easy changes to our code. We have modularised the classes in our code as much as possible, making use of the object orientated process by encapsulation in order to split our classes from the main code to make them easily maintainable.

# Deployment

As we reached the end of our development cycle, we looked back at the specification one last time to make sure we had included everything we needed to implement, whilst also making sure everything was working as intended by using test cases to test various areas of the code. Furthermore, we looked back at our UML diagrams, making sure the use case, class and sequence diagrams were all correct and displaying what was actually going on in the project correctly.