Individual Reflective Essay
CST4010

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Essay section:

Basically, reflection is the process in which the individual analyses the actions during the course of the project development. Continuously reflective analysis enables the individual to improve the professional skills in the field such as critical thing, management skills etc

While developing the mini project implementing the requirements in continuous breaks of time defined within the sprint tasks. The projects situation was considered and evaluated based on the presentation given in sprints. The problems were highlighted for betterment of the project. The presentation exposed me to learn a lot on how the system exactly work and the various methods like burn up charts which helps in verifying the track of the project in the sprints. The frequency of the project improvement is verified in all possible manners.

The course introduced me to the various acceptable coding standards which formed the foundation of the project. The frequent software delivery made me realize how exactly the agile development would work. So, this iterative procedure would enable the end users to analyse and evaluate the software increment and the necessary useful feedback is given based on the outcome. It was quite useful in working on the project.

The agile process of developing the software is a strategy where the process occurs in short increments, the development process occurs in the iteration cycles which comprises of increment, design, implementation, testing, and reporting phases. The stakeholders and the developers have an regular discussion on the product outcome which creates an transparency between the client and the developers to produce an better product outcome.

It helped me to learn a lot in this field to operate, implement and create new game logics based on self-learning and time management throughout the phase of the sprints.

Initially the module also helped me in getting the in-depth knowledge about the UML activity modelling. This was used to design the product planning in a required flow, how the game works in a particular order. The activity flow helps us to reorder the procedure and the planning. Out of which the use case diagram was used the activity diagram.

The UML class diagrams helped me to build and maintain the complex logics, system classes in the game. Th class initially helped in finding out the complexions involved in the game. And to consider th minute requirements of the game during the planning process.

One of the agile development processes is capturing the user stories. The user story as a tool in agile development which is used to identify the software requirements of the end user in the client's point of view. It was used to create a very simplified description of the user's requirement. They are also easily testable and can be easily modified and updated.

I was able to learn some background information on domain analysis and design which helped me take proper decision in various stages of the development process.

It helped in faster development in a very short time period helped me to communicate with the end user and helped me to focus on the most important issues. It also helped me to know which procedure to be followed and gave me the outline of the application.

It helped me get knowledge about scrum which is apart of the agile. The scrum process framework had a development cycle in various sprint which were light weight which helped in gradual completion of the cycle. It helped me make sure that the work was done.

The domain analysis is used to find the most usual and common parts of the considered software systems and can be reused in various times of the development process.

The extreme programming helped me understand the qualities requirement in the software development process like knowing about the risks caused in the new technology, how to manage the regular software requirements updates, how to manage the feedbacks from the stakeholders.it is used to deliver high quality product and to form high quality team in the working environment. It helped to gain experience in planning game, continuous process delivery, coding standards, sustainable pace and to consider TDD.

The agile testing method played a major role in designing the product starting from gathering requirements, planning with the design, implementation process, verifying the product, and ending with the maintenance of the product.

It helped me keep tract of the continuous feedback, continuous response to the end users, enabling face to face communication, continuous improvement, response to the regular updates, regular focus on the product. This helps in delivering higher quality product.

The main ideology is to eliminate the wasting time of the end user as valuing time a lot, the software without the output will not help, partially done work, when requirement is specified long before the coding, delay in the integration, unwanted and extra features. TDD and continuous integration as a basic principle plays a major role, regular feed backs on integration tests.

Delivering the software product fast as soon as possible so that not allowing the users to not change their mins is a best principle, can eliminate waste, decisions should be reversible so that the decisions can be changed at any critical stage. If the decisions are finalized and strict it’s going to affect the critical situations in the future.so these are some of my reflective outcome of the course based on the module.