

Module	SEPR
Year	2019/20
Assessment	4
Team	FarmJabStudio
Members	Jay Brooks, Amy McArragher, Rian McQuillan-Howard, Benjamin Kelly, Ahmed Tariq, Marcel Miro Puges, Faaiz Shanawas
Deliverable	Project Review Report

Project Review Report

Part A

During the final assessment of the project the team had to adapt to working from home without regular face to face meetings and also had to adjust to other team members having varying schedules and availability. This meant that the agreed upon time schedules were relaxed to ensure that team members could complete their section correctly whilst giving more time for queries with other team members to be answered. Each team member took it upon themselves to be responsible for the completion of the task they were given. The tasks for each team member were clearly defined at the beginning of the final assessment, as with all other assessments, so the team could clearly identify who they needed to work with and also which team members had finished their assignment and which team members were still working on theirs. The team structure in assessment 4 remained the same as assessment 3 as the group agreed that these roles worked well for each team member. However, some of these roles became redundant such as secretary due to the change in the way the team worked.

Throughout the project team members were given similar or relevant tasks to complete from the previous assignments. This was to ensure that each team member could take their feedback and apply it directly to the next task ensuring a higher quality final product. For example team members who were in charge of the requirements in assessment 1 went on to improve the requirements in assessment 2 and work on the implementation and testing. They then continued to do the testing in assessment 3 and in assessment 4 completed the implementation report. The increased risk of being unable to communicate as efficiently with other team members in the group in the final assessment also meant that this decision was useful as most team members already understood what needed to be done in their section.

When adopting other teams work for the final two assessments the group took the opportunity to adapt the current team structure and management to incorporate some of the ideas from the other team. This led to the change in team structure in assessment 3. The team roles could also be assigned more efficiently as the way the team worked together became more apparent and the roles which group members took on naturally were shown. This change proved to be successful and remained the same for assessment 4. Initially, we used the 16 personality test ^[4] to decide how the team management should work but this proved to be ineffective and did not show how the team would work together until the first two tasks were completed. The final team structure was:

- Project manager: Jay
- Product manager: Rian
- General risk manager and HR: Ahmed
- Secretary: Amy
- Reviewer: Faaiz
- Web designer: Marcel
- Test Manager: Ben

Part B

For the assessment our team decided to use the Agile method- Scrum. We decided scrum would be the best way to go about our project as we could break down workload into micro deadlines(cycles)^[1], each being around 2 weeks after which we could collate work and feedback to constantly keep track of all variables e.g. if anyone was falling behind or micro adjustments needed to be made to original plan, they could be done with time to spare. To keep track of the micromanagements we used Kanban to-do lists where we allocated 3 different colours for the status of each micro task. After initial assignment the Kanban board was referred to at most within 2 weeks^[2]. The programming was done in pairs from the get go to avoid information slippage or tasks not getting done. Alongside Scrum and Kanban we used the GIT resource package to constantly keep track of the changes being made. GIT version control was the perfect asset to go along Kanban as it provided group members to work on different parts of the project at the same time^[3].

For the second stage of the project we decided to scrap pair programming due to the increased risk of work being duplicated due to Christmas break. This was because we were no longer meeting as regularly because some people went home for Christmas therefore constant in-person collaboration was not possible. We learnt the project that we had selected would not be compatible for the Junit tests that we had carried out for the first part of assessment therefore we had to shift over to manual testing to resolve this issue.

Due to the coding emphasis on the part 3 of the assessment we decided to form a change log to track all the changes in addition to previously used Kanban cards^[2]. In addition, Junit was back on the table for the project we were given for this stage therefore we went back to using it. SCRUM was consistently the most valuable development method we were experiencing therefore it became a core facet of our project^[1].

For stage 4 of the assessment the specific development methods that were used throughout the assessment changed due to unforeseen circumstances of covid-19 closing down the university. This meant that teams could no longer conform to meeting timetables that were previously used. More individual work was carried out to the locational disparity. However, for a task of this size this meant that roles were broken down and even further therefore responsibilities became clearer for everyone. The change in circumstance dramatically increased our reliance on discord and messenger compared to the previous parts of the project.

[1] Atlassian Agile Coach Scrum. "Learn how to scrum with the best of 'em" [Online].

Available: <https://www.atlassian.com/agile/scrum>. [Accessed 23/04/2020].

[2] Get more done, with Kerika. "How we work with 2-week Sprints." [Online]. Available:

<https://blog.kerika.com/how-we-work-with-2-week-sprints/>. [Accessed 24/04/2020]

[3] A Quick Primer to Version Control Using Git. "A Quick Primer to Version Control Using Git." [Online]. Available:

<https://towardsdatascience.com/a-quick-primer-to-version-control-using-git-3fbdbb123262>

[Accessed 24/04/2020]

[4] 16 personalities, "16 personalities" [Online]. Available: <https://www.16personalities.com/>

[Accessed 27/04/2020]