Team Project Evaluation

Unit 6 (Design) versus Unit 11 (Implementation)

Establish a Team Contract

We used a Team Contract generated from a previous module's collaboration during the initial phase. We considered each member's role and discussed who may be best suited for each role. After agreeing to the expectations and roles required, each member signed the team contract. The team then submitted it to the tutor.

Unit 6 Ideation and Collaboration

Both customer, and development teams, were assigned the same list of requirements as a starting point to select for development (see the Unit 11 Requirements artefact*)*. Our team was given a list of requirements chosen by the customer team. At first, we were uncertain what the expected outcome was. However, we considered the various types of toys we assumed the customer required during our team meetings as a team. Ideas ranged from 3D-printed to software-related handheld. Given the multiple requirements (and lack of customer interaction), we moved forward with the idea of an interactive touch-based application. The team worked well as we challenged the meaning of each customer requirement to better understand what we were required to deliver.

Unit 6 Requirements Analysis

We fleshed out the customer's requirements using the SMART (Specific, Measurable, Actionable, Realistic, and Timely) technique. This technique allowed the team to delve deeply into each requested requirement's functional and non-functional implications. We also considered the use of Gherkins statements and traditional user stories.

Unit 6 Project Planning

After settling on the requirements to be delivered, we drafted up a basic project plan using a Gantt chart. This chart was generated using ClickUp. We chose this tool

because of its free-to-use license and because it seemed more straightforward and quicker to get up and running than the preferred JIRA tool.

Unit 11 Implementation

The development of the project remained on track as designed. However, due to the development platform, the team did encounter a few development challenges that had a negligible impact on deadlines. For instance, the internal data structures for interaction (“cards”) versus the user interface representation of said data.

The implementation of the final project fully matched the design document requirements. Though the design document listed Gherkin statements, the team did not use this technique to manage customer requirements. We did use the Scrum process with a Product Owner role and several sprints. However, the team did not hold sprint retrospectives as described in the design document due to the lack of time for delivery. Lastly, the team did not implement the requirement for data security due to development efforts focused on game mechanics. Though, given sufficient time, this feature would be implemented.