Summary of Artefacts

# Artefact 1: Remaining Storage Space Code and Front-end

This artefact contains the php code that I wrote that displays the user’s current and maximum storage capacities on the directory of our web application. The code connects to the database and grabs the user’s current and maximum storage space before displaying them accordingly for the user to see. However, this code is not 100% complete yet and will not be complete by the end of release 1, so right now every user has been set to a 100MB maximum capacity and 0MB current capacity. All that is left (which will be completed during the first sprint of release 2) is getting the database to store the user’s actual current storage space. I chose this as an artefact because it is an important component of a media vault application which will contribute by allowing users to know how much storage space they have left.

# Artefact 2: Remaining Storage Space Visual Mock-ups

This artefact is a visual representation of what I first believed the remaining storage space indicator would look like. I included these mock-ups because it contributed by allowing my team members to see what I envisioned for the indicator before I actually had to write the code it so that any changes could be made if they didn’t like it.

# Artefact 3: User Feedback

This is the feedback given from three people that I asked personally to test our project. All three users tried all functions of the web application, went to all pages, and gave feedback on what they liked, what they disliked, what they would change, any errors (spelling, visual), etc. I chose this as an artefact because it will contribute by helping our team to fix any problems that were documented and implement any functions that we may have missed in our user stories.

# Artefact 4: User Story Contribution

These are the four user stories that I came up with. A total of 24 user stories were originally created, with each team member coming up with four. All of the user stories were rated low-medium-high and given a second rating of must have, could have or should have. This was chosen as one of my artefacts because it was an important part of starting our project. The user stories themselves contribute to our project by helping us realise what functions people would want in a web application such as a media vault.

# Artefact 5: Three Tier Architecture Diagram

This item is a representation of our team project in the form of a three tier architecture diagram. I have chosen this as an artefact because it will contribute to the team by showing how different parts interact with each other and how users interact with the web application, its functions, and its information.