Project Portfolio

IFB299 LAURA BUCKLEY

ARTEFACTS

RELEASE 1

ARTEFACT 1 -WEBSITE MOCK-UPS AND LOGO

DESCRIPTION:

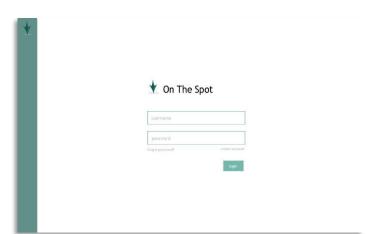
When creating the aesthetic and concept we wanted to pursue for our web application we created several mock-ups and concepts to present to our client team. I was responsible for designing a formal mock-up based on the suggestions of my team members for the application. Furthermore, I also designed the Logo for the web application.

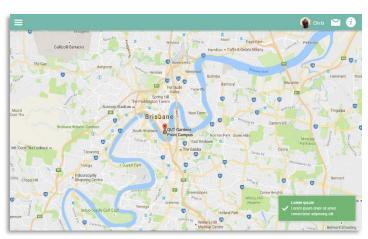
IMPORTANCE:

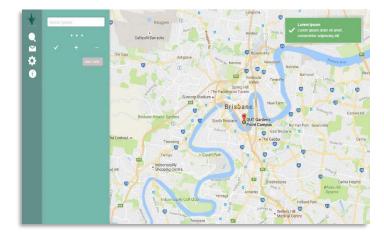
Though this design was not used in the final implementation it provided a good starting point for both our design and client team to properly understand and visualize the requirements of the project.

WHY I DID THIS:

I was responsible for doing this as I have a creative industries background, allowing me to quickly create professional mock-ups and designs.









ARTEFACT 2 - PEER REVIEW LETTER

DESCRIPTION:

After our client's team presentation we were required as a team to provide feedback through a peer review letter. After taking the input from my team members, Mathew and I compiled the feedback into a concise business letter.

IMPORTANCE:

This task was important as it was an assessment piece as well as crucial for providing feedback to our client group. The business letter allowed my group to share our views and opinions on the current state of the client's team development.

WHY I DID THIS:

I was placed in charge of the peer review as an extension of my responsibility of maintaining communication between my team and out client group. Furthermore, as I am currently undergoing a duel degree in Creative Industries as well as IT I possessed additional skills that aided me in writing a formal business letter.

IFB299 Peer Review 1

Client Team:

Our group (team number 43) also known as Team Drop Tables consists of six members;

- Laura Buckley (n9179437), Matthew Lye (n9191435), Christopher Martin (n9434631), Joshua Miles (n7176244), Elliot Moore (n8598177) and Andrew O'Rourke (n9433546)

Project Details:

On the 5th of September our group performed and took part in a peer review for Team 44 who are currently developing an application for the Community Organization Project. For this project our team as a client has assisted in the formation and designation of user stories to aid in the creation of features that should be within the application. These features should be fully implemented within two weeks' time for the first official release.

On The Spot Brisbane QLD 4000 admin@ontheso

Development Team 44

5th September 2016

Dear Development Team

Thank you for your demonstration of all the user stories you have completed so far as well as your presentation of the current state of your projects development.

Your level of preparation was more than adequate and we were highly impressed with yo team's presentation quality and content. Furthermore, the presentation was very thorough explaining the design process and further elaborating on the projects finer details and explaning the usage process and notice leadorating on the projects inter details and essential information. Through the presentation of the product your team <u>was able to</u> demonstrate to us a working home page for your application which was very polished and well presented. Additionally, we recognize that there were limitations within what your team could present at this stage due to technical limitations as well as there being a large amount of backend work that had not been fully integrated with the frontend components at this

As a result, your team was able to successfully deliver some of the user stories planned for sprint 1 in their entirety. In addition, the presentation of the application prototypes and wireframes were able to establish a proof of concept and clear direction of where the application is heading. Though some of the other initial features planned for sprint 1 had not been completed it was evident that you had replanned your process in order to complete the construction of your product in time for release 1. At this point in time the product appears to be extremely useful for business value especially within event management.

We're interested in your decision to use the Play Framework as it has been designed to provide minimal resource consumption as well as being highly-scalable. We noted that you did comment on the fact that the Play Framework was rather "finicky" but you were working around any difficulties as they arise. Furthermore, your choice of SQL for your applications database management is logical and well founded. As well as your use of Materialize CSS has been highly effective in making an appealing and polished GUI.

During the peer review your team was able to deliver a clear and coherent presentation. Anything burning the peer review your team waysapping, deliver or, clear and conterting the persentation, anything that wasn't properly explained was further elaborated on and you were able to answer any of the questions we threw at you. Your use of PowerPoint during the presentation as well as a demonstration of your product showed that you had prepared in advance for the presentation. Also, it was encouraging to see all members of your team actively presenting and showing their involvement within the project. While we are happy with the quality and quantity of work presented, we are concerned about the wellbeing of the team, we would like you to use the full two weeks to complete the tasks set as to reduce the amount of long days and late night due to lack of time efficiency.

In <u>SQDCJUSION</u> we are eagerly awaiting to see the further implementation of more features in the near future and hopefully a more complete product for the first Release.

Yours sincerely, Project Manager Liaison - Team Drop Tables

ARTEFACT 3 - AGILE TESTING SCRIPT

DESCRIPTION:

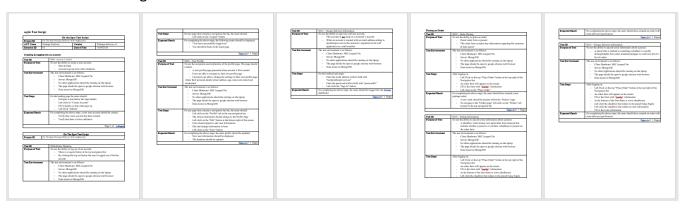
I created an agile test script to test the functionality of the website. This script contained tests specifically regarding the user stories and their functionality.

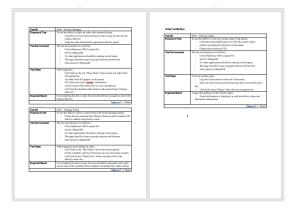
IMPORTANCE:

The agile test script was used to test how a user would interreact with the application and to confirm that the product was meeting all the requirements of the user stories.

WHY I DID THIS:

I oversaw the creation and implementation of testing throughout the projects development. I undertook this task as I have a background in computer science allowing me to understand the process used for the application and provide feedback on potential fixes and alterations that could be implemented. Furthermore, I was not directly involved with the creation of the back-end side of the application, this was beneficial for testing as I created cases based on the clients and projects specifications rather than from a preconceived notion of how it should be functioning.





DESCRIPTION:

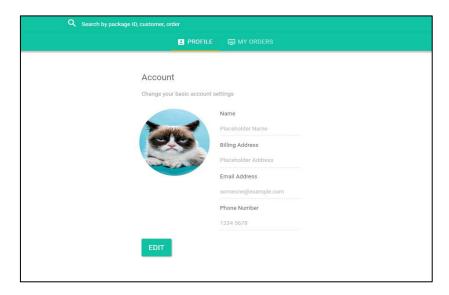
One of the pages on our application was the profile page, that would contain information about the user that they could update and edit.

IMPORTANCE:

This was one of the user stories specified by our client team, thus making it important in regards to the acceptance criteria of the first release.

WHY I DID THIS:

I have some experience with CSS and HTML, so like many of my team mates I volunteered to do one of the front-end pages that was required for our first release.



ARTEFACT 5 - TEAM AGREEMENT

DESCRIPTION:

The Team Agreement was a set of rules and guidelines that my team were to follow throughout the duration of the project to perform to the best of our abilities.

IMPORTANCE:

The Team Agreement outlined how we were going to approach the project as well as how we would deal with certain situations. It was to be used in a time of conflict to resolve certain situations as well as provide agreed upon terms for how we would conduct ourselves.

WHY I DID THIS:

As the Scrum Master, I took the initiative to write up an agreement for my team. For this agreement, I outlined a combination of terms from both myself and my team that we would abide by throughout the project. I felt I should do this as the leader to ensure that everyone could be held accountable as well as ensuring everyone knew the expectations of each other going into the project.















RELEASE 2

ARTEFACT 1 - PEER REVIEW LETTER

DESCRIPTION:

After our client's team presentation we were required as a team to provide feedback through a peer review letter. After taking the input from my team members, Mathew and I compiled the feedback into a concise business letter regarding the development team's second release.

IMPORTANCE:

This task was important as it was an assessment piece as well as crucial for providing feedback to our client group. The business letter allowed my group to share our views and opinions on the current state of the client's team development.

WHY I DID THIS:

As stated previously I was placed in charge of the peer review as one of my communication responsibilities between my team and our client group.



ARTEFACT 2 - AGILE TESTING SCRIPT

DESCRIPTION:

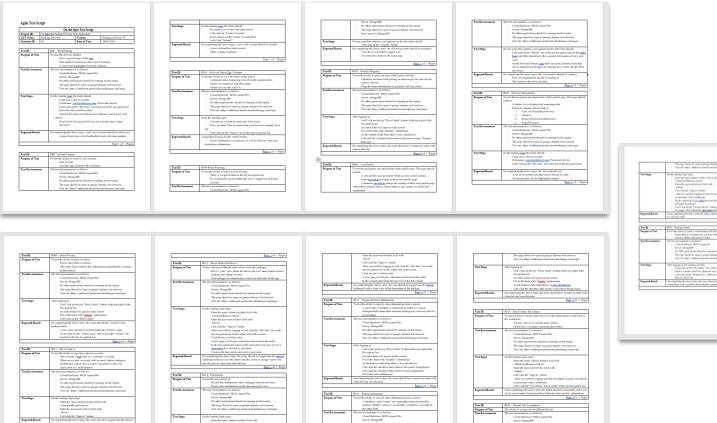
I created an agile test script to test the functionality of the website. This script contained tests specifically regarding the user stories and their functionality.

IMPORTANCE:

The agile test script was used to test how a user would interreact with the application and to confirm that the product was meeting all the requirements of the user stories.

WHY I DID THIS:

I oversaw the creation and implementation of testing throughout the projects development. I undertook this task as I have a background in computer science allowing me to understand the process used for the application and provide feedback on potential fixes and alterations that could be implemented.



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AZRTEFACT 3 - SELENIUM TESTS

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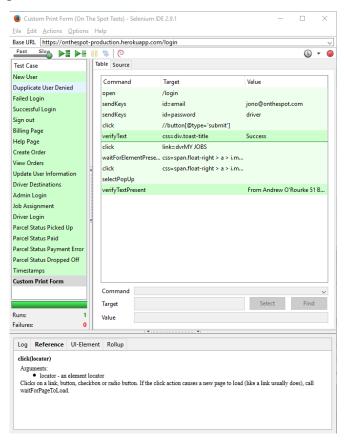
The Selenium IDE is an integrated development environment for Selenium scripts. This environment allowed us to record, edit and debug tests to ascertain that our application was working correctly.

IMPORTANCE:

The Selenium tests were used to check the application with automated test cases to prove that the product was functioning properly. These tests ensured everything was functioning properly and was good for discovering bugs while also checking everything was logging correctly.

WHY I DID THIS:

As mentioned with the Agile Testing Script I undertook this task as I have a background knowledge allowing me to provide feedback on potential fixes and alterations that could be implemented. As I was not directly involved with the creation of the back-end side of the application, this was beneficial for testing as I created cases based on the clients and projects specifications rather than from a preconceived notion of how it should be functioning.



ARTEFACT 4 - USER TESTING

DESCRIPTION:

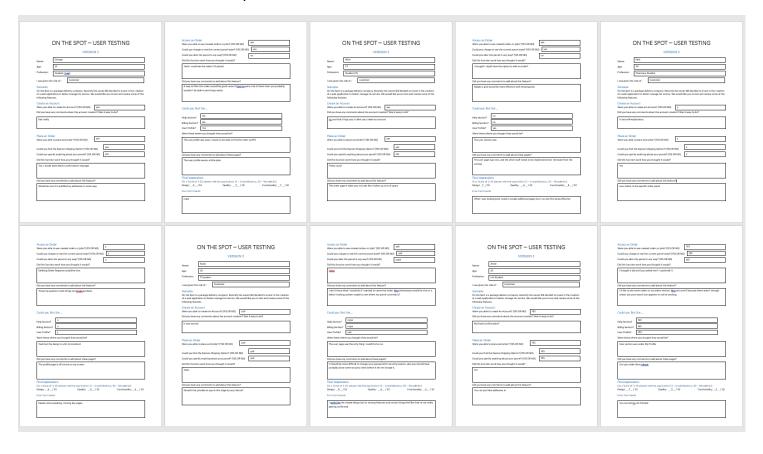
A week after our Release 1 demonstration we decided to hold a small testing session where we organised people to quickly test our application and fill out a form regarding their opinions. We also ran another test session before we presented our Release 2 demonstration to try and determine if we had managed to successfully improve upon our product.

IMPORTANCE:

This was important to the project as it lead to us redesigning pages and features as well as streamlining certain processes. We were able to combine the user feedback with that of the tutors and client team's comments to revamp certain elements. The first user testing session resulted in a complete redesign of the pages because they were just missing the mark on what they needed to be.

WHY I DID THIS:

I organized this session to get my team to better understand a user's needs and to also further our understanding on what our application was missing and needed improve to make it more user friendly.



ARTEFACT 5 - SPRINT PLANNING/RELEASE DOCUMENT

DESCRIPTION:

The sprint plan was used throughout our projects lifespan to prioritize tasks and to ensure that we were delivering the most necessary functions for our product. Sprint planning is an important part of the SCRUM development environment, and was crucial to the planning of out project.

IMPORTANCE:

Throughout the course of the project my team and I constructed sprint plans to determine what we needed to deliver and prioritize the more essential tasks. By doing this we could maintain a consistent schedule and remain both focused and organized.

WHY I DID THIS:

Sprint planning helped keep my team focused and on track for the duration of the project. We could prioritize certain features and user stories over others based on the story points. And as the project progressed it was very informative in enabling us to gauge how long things would take us to complete. Because of our sprint plan we could make a functioning app with only a few minor features missing.