

Assignment 5

Individual report

Now that the dust has settled...

In this assignment, you'll be thinking about how you went about creating your application and considering how it might have been done differently. You won't be writing any more code, but I do want you to write *about* your code – specifically, about the process by which you created it.

What to do

Write a report on your project. We expect it should run to about 2-4 pages, but please don't pad it if you have less to say – you'll be marked on the insightfulness of what you have to say, not on the length. You will need to address, at least:

- the aspects of your process that relate to Agile and Scrum,
- teamwork, and
- your team's approach to decision-making.

There isn't a specified structure that you must follow. Every team's experience is different, and you should feel free to place more emphasis on topics that are more relevant to the way your team approached the project. Having said that, you do need to *have* a structure! If your report isn't logically structured, it will be hard to understand.

Similarly, there are no specific questions for you to answer as every team's experience is different. Having said that, I suggest you cover each of the following topic areas:

Agile software development practices

Review the material on Agile process models and Scrum from Weeks 1-3, and read the Scrum Primer¹ if you have not already done so. You will probably see that the way you developed your program was quite different to the way in which Agile development is carried out in "by-the-book" industry projects. Consider your team's process: **how similar was it to Scrum** as described in these resources?

If you can't think of anything to write about, here are some questions to get you thinking:

- Which Agile and Scrum practices did you adopt for your development? How well did they work?
- Were there any practices that you adopted in a changed form? Why did you change them?
- What features of the academic environment have had the biggest impact on your software development practices?
- Which Agile and Scrum practices did you *not* adopt? Why not?
- Thinking back over your project, can you think of anything you should've done differently?

(Note: these are not questions that must be answered, just things to think about when you're deciding what to say.)

Working in teams

¹The Scrum Primer is only 20 pages long. You can download it from <http://scrumprimer.org>.

The constraints on student teams are not the same as the constraints on teams in industry, but teams in each area need to face similar challenges. Consider **how well you and your teammates worked together**.

Again, here are some topics to get you thinking:

- How did you coordinate with your teammates?
- How did you manage communication with your teammates?
- How did you allocate tasks? Was this arrangement satisfactory to all of you?
- How would these practices hold up if you were programming in a small company? What would you need to change?

Managing change

Many teams had to deal with change during the project. Some had to renegotiate requirements, some changed their process as a result of retrospectives, and some needed to change the way they worked due to the illness or absence of a teammate. Think about *how your team responded to change*.

Things to think about:

- What aspects of your project, if any, changed during development?
- Do you think your team handled change well? Why/why not?
- Did the need for change arise within the team or from outside it?
- Do you think this sort of challenge could arise in industry projects? If so, how would it be managed?

(Again, these aren't questions that must be answered – if your team didn't need to deal with change, and you don't have anything to say about your change management processes, it is okay to leave this out.)

Making decisions

For most students, your FIT2101 project has been the first time you've been expected to make significant decisions about how you would approach your project. You chose your own language and tools, decided when to implement each feature, and did your own estimation. Even the requirements weren't fixed at the start, needed to be negotiated with your client, and were subject to change based on your evolving understanding of your client's needs and the technical capabilities of the platform you used.

Consider your team's **decision-making process** and how well it served the project.

Things to think about:

- Were your initial choices for language, platform, and tools good ones?
- Did you need to change any of your initial decisions? If so, why?
- Did you agree with your team's choices? Why/why not?
- Was there anything important that your team overlooked when you made your decisions?
- How confident are you that the requirements you elicited from your client are correct?
- Do you think your final product serves your client's needs well?
- Is there anything you will do differently for future projects (whether they are in industry or in class)?

Can I write about other topics?

Of course you can. The “things to think about” aren’t questions and **don’t appear in the marking scheme** – they’re only a guideline to help come up with something to write about for each topic, and a hint at the sort of things we’re interested in. In fact, if you treat this report as an assignment where you have to write answers to a series of questions, your report won’t hang together and you’ll do *less well*. You can address different points if the ones we’ve listed here don’t apply to your team or product.

What to submit

Submit a PDF containing your report to the “Assignment 5” link **on Moodle** by 11:55 pm on Friday, 6th November.

*This is **not** a group assignment! You will not receive marks for your teammates’ submissions. You must submit your own.*

Marking criteria

This assignment is worth 10% of your total mark for FIT2101. You will be marked on:

- Your understanding of Agile processes in general, and Scrum in particular
- Your ability to critically evaluate your product and process
- The extent to which your description of your process matches the artefacts submitted in earlier assignments, and your marker’s observations of your team
- The clarity and correctness of your writing

Note that there are no penalties for writing more or less than two pages – but if you have written a lot less you might not have explained yourself well enough to get a good mark, and if you have written a lot more, you have probably wasted valuable studying (or sleeping) time.

Penalties

Late submission: A cumulative 5% penalty will be applied per working day late unless negotiated beforehand with the lecturer.

Plagiarism: Students who are found to be submitting the work of others, whether code or text, without proper attribution will be penalized up to a maximum of 100% and will be reported to the Faculty. If you’re not sure what constitutes “proper attribution”, ask your lecturer.