GROUP 16 CW4: PRESENTATION

Something non-technical you learned during the project

- Full name: Sultan Fahad
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- Topic discussed today:
  Introduction to Time Management Challenges

Mastering Time Management and Meeting Deadlines

- Introduction to the importance of time management in project success.
- Brief overview of the typical challenges faced by teams in managing time.
- Objective: To highlight strategies our team employed to effectively manage time and meet project deadlines.

Strategies for Effective Time Management

Early Task Assignment: Assigning tasks well in advance to avoid last-minute rushes.

Clear Communication: Utilizing regular messaging to keep all members updated and accountable.

Setting Internal Deadlines: Establishing deadlines ahead of the actual due dates to ensure buffer time for unexpected issues.

Outcomes and Lessons Learned

SUCCESSFUL DEADLINE ADHERENCE: OUR PROACTIVE STRATEGIES LED TO CONSISTENT MEETING OF DEADLINES.

IMPROVED TEAM COORDINATION: ENHANCED COMMUNICATION CONTRIBUTED TO BETTER TASK COORDINATION AND FEWER MISUNDERSTANDINGS.

STRESS REDUCTION: EARLY PLANNING AND CLEAR DEADLINES REDUCED STRESS AND IMPROVED OVERALL TEAM MORALE.

Topic 1: a technically challenging feature

- Full name: Hammed Agboluaje
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- Topic focus: Database implementation

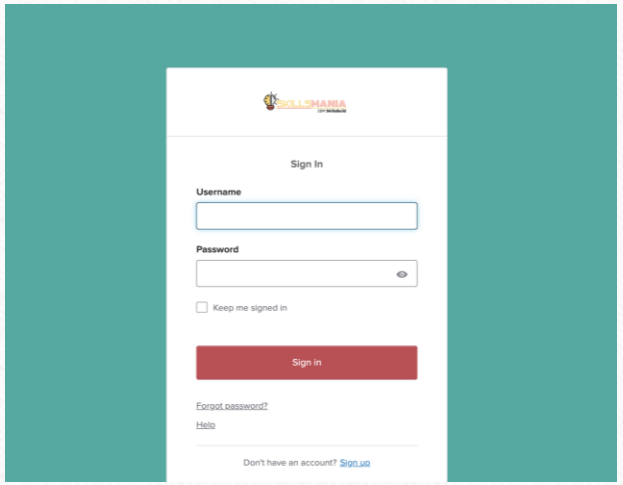
INITIAL CONCERNS

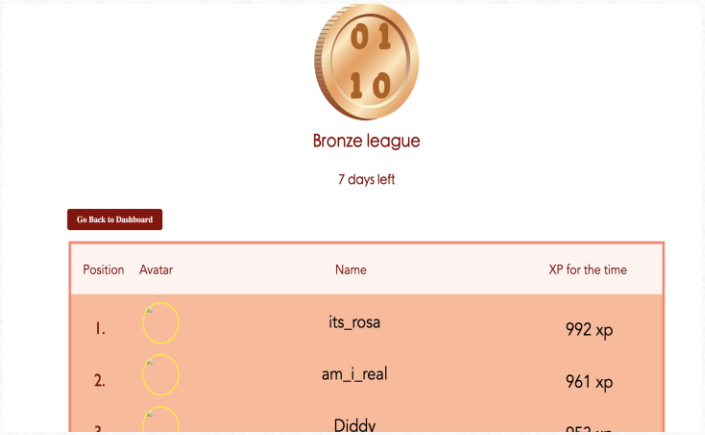
- Configuration differences e.g. dropped tables, and property file set -ups
- Choices between local stores or firebase.

Problem Areas

- Some features accessed the same database tables

- Failed ERM diagram use.





Multiple places needing similar DB access

Take Away Lessons

- The importance of code organisation.
- Version Control maximisation
- Better planning with the use of ERM diagrams

Realistic plans to take this project onwards

Presentation by: Raza Khalid – mrk14.

CW4 - Group 16 – Software Engineering Project 2024

A **brief overview** of what the next steps could look like

(on the basis IBM is happy with the application)

Testing
Conducting internal and closed testing to refine features, remove any bugs and ensure the application's stability and usability on a small scale.

User Feedback
This step would include setting up mechanisms for testers and future users to provide feedback that can be used to enhance the application and improve functionality

Launch Preparation
This part focuses on transitioning from a local to a live environment by finalising API integration with IBM SkillsBuild, setting up the server and ensuring future scalability.

Post-Launch Analytics & Updates
Once live, continuously monitor user interaction and system performance to gather insights that drive periodic updates and feature additions.

Privacy & Security Concerns

- Data Encryption: We would need to ensure that all data transmissions follow industry-standard protocol (SSL etc), as any potential threats could also affect IBM as well.
- User Authentication: We would have to use a more secure and robust authentication mechanism, with maybe multi-factor authentication for added security.
- Compliance with regulations: We would need to adhere to the relevant data and privacy regulations such as GDPR for EU residents.

Closing words

"Together, through IBM SkillsBuild, we can transform how students engage with technology and learning, paving the way for a new generation of learners and innovators."

Thank you

How Our Group Communicated And What We Learned

Presentation by: Richard Yaya-Abatan

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The first Meeting

- When sprint 0 began, we created a WhatsApp group chat and sent an invite link to everyone in Group 16's university email.
- Here we set up a meeting outside of our scheduled lab sessions to discuss group rules and submit the first group task for sprint zero.
- At this meeting we agreed to meet at least once a week but aimed for twice a week.
- We also agreed to share the weekly responsibility of scrum master, and one of the roles of each week's scrum master would be to book an appropriate room for the meeting.

The first lesson: Attendance

The first thing we learnt with communication was with the attendance to these group meetings.

- We realised that everyone's schedule was different and not everyone could attend these weekly meetings.

Solution:

- To better accommodate for everyone's differences we offered a group video call alternative in the group chat whenever people had to be physically absent.
- At the end of each meeting, we also posted a quick summary of the meeting in the group chat.

Effect:

- This meant that everyone had the opportunity to participate in the group project/decisions and stay up to date with task allocations and what was being discussed no matter their availability.

The second lesson: Notification

A second issue we faced with our means of communication was all group member being notified.

- Key information can be easily overlooked in a group chat filled with multiple people and messages.

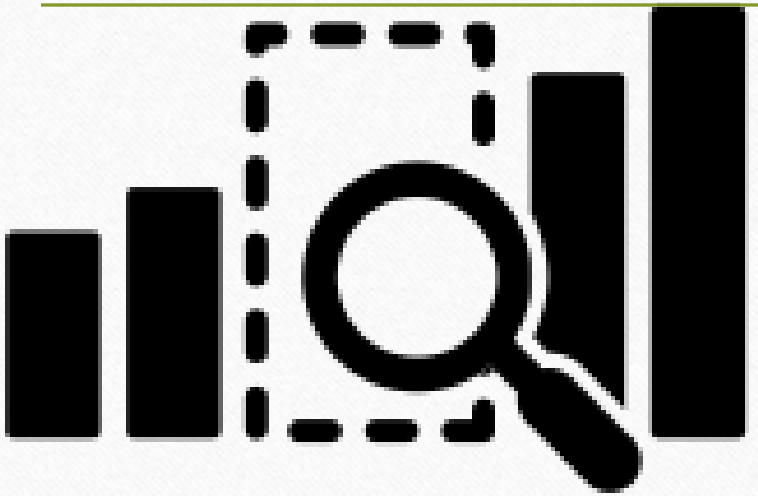
Solution:

- To keep the group chat efficient and useful, we reduced spamming of unnecessary information and kept it to only messages about the task at hand, room booking information, and when we required help from each other.

Effect:

- Group members could easily find the information they need/ are looking for.

Final Lesson: Skill Gap



- A mistake we made in the beginning of our group project was not discussing our strengths and weakness when it came to coding, we assumed everyone was familiar with Java.
- In the middle of sprint 1 some group members were either struggling with their tasks or couldn't get their bearing.

Solution:

- We offered support at the end of each weekly group meeting to whoever needed it, and the group members that were present would all work together to help on the person's task.

Effect:

- This meant everyone was given the best chance and support so we could collectively produce the best work possible.

SOCIAL, LEGAL, AND ETHICAL ISSUES

Marcel Beya-Wa-Beya
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Ethical Issues

Approach:

- Only store username in database
- Essential for features like leaderboards or badge system

Ethical Responsibilities:

- Prevent unauthorised access

Legal Issues

Approach

- Using Okta for Secure User Authentication
- Okta ensures compliance with data protection regulations and industry standards
- Enhanced Security

Social Issues

- Ensuring the website can be used by different people with different abilities and backgrounds
- Creating a sense of community through features such as leaderboards
- Implementing features like font size options and text descriptions for images to enhance accessibility

Considerations

Ethical

- Accessible to everyone
- Store Usernames for essential features
- Maintain Responsibility for safeguarding username

Social

- Prevent cheating
- Negative behaviour from user to user
- Ensure Fairness in features to prevent unhealthy competition

Legal

- Regularly updating policies and practices
- Implementing consent for data collection and usage
- Provide options for user to delete their data

OVERVIEW PURPOSE OF THE PROJECT

Name: Isiaah Jones

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What and why?

- •This project aimed to gamify the IBM SkillsBuild system. We achieved this by adding a streak system, a competitive leaderboard, a crown for those on top of the leaderboard etc.
- •
- •These features aim to improve client engagement with SkillsBuild and provide a source of motivation via competition with other users.
- •These can make the process of completing courses more enjoyable for clients and encourage consistent usage of the system.

More detail…

- •Each gamification element is designed to encourage the user to continue to complete courses.
- •Our leaderboard system introduces healthy competition as users try to achieve the best possible their score with the top players receiving a crown on their avatar.
- Our streak system rewards consistency in users by encouraging them to complete courses daily which will improve their educational progress immensely.
- Our league system ensures that top users may still gain healthy competition by competing with other top players in the same league and allows users in lower leagues to reach the top of their leaderboard against skill-matched competition.