Reflective Journal

Weeks 1-5

# As a client, what did you contribute to the specification of the project being developed for you

I was the main source of contact away from class where I had exchanged contact information with one of the other team’s members. We exchanged contact details and whenever a team member had an enquiry for the client, they would be contacted via myself and the same also was applied with the client. Any questions by the client was answered honestly and as clear as possible to allow the client to be able to design the best possible product.

# As a developer, what did you contribute to the setting up of your team’s environment, communication

Communication was set up via a Facebook group chat. This is where questions and opinions were asked around the team that required a quick response from the team. Each member shared their own ideas on things such as site design and site features and also contributed in sharing honest feedback and opinions of team ideas.

# As a developer, what did you contribute to the specification of the project you will develop

As the developer I read through the specification given by the client and started off with the development of the site. I first started with creating the back end of the site (database) of which user information and bookings will be stored in. I then started with the devolvement of the website via using a previous site project I worked on as a basic template for the site of which I altered to fit the client’s needs. Later on I started using an online website template that would allow us to have a more intuitive website in the final product.

# Briefly discuss how you have contributed to the development of user stories, including prioritization of user stories, estimation of user stories, and development of the Release Plan. Discuss this with respect to both the project you are developing and the project you are client for

The development of user stories was split up between the group and everyone created several stories each. The user stories were put together and everyone read them all providing feedback on how the could be improved. After the changed and improvements were made, the team sat together and completed the remainder of the development activities together.

# Is there anything you can do to try to improve your team’s performance?

As an entirety, I am pleased with the team’s performance on the project thus far. Every contributed in sharing ideas, giving honest feedback and taking effort to complete the tasks on hand.

Release 1

# Briefly discuss how you have contributed to the implementation and testing of functionality for user stories being developed in Sprint 1 for Release 1

Early on into design and developments, the team split up and assigned different tasks between each member. Being the one with the most experience behind web development, the team were happy to put me in charge of developing the site. With this, I focused on developing the back end (functionality) of the site with Mitch focusing on putting together the front end (design) of the website. Jon and Cameron focused on working on the documentation for our team as well as giving feedback and opinions to Mitch and I on the functionality/design of the site.

I had been working on a small side project website at home previously as a hobby and was able to use this as a start for our development. Using this gave us the advantage of already having the register/login page and the profile/edit profile page with only some changes being required for it to suit our client needs. From here I began working on the booking system. As I have never developed a booking system before, I was required to do research and learn how to develop it. I was able to get a basic functional booking system to work, though extra time was required to edit the system in order to meet the client’s requirements (including max class sizes and classes only starting on certain days). The Cancel Booking feature was a simple task completed soon after as this feature is something I have had prior experience in developing.

# Briefly discuss how you have contributed to the implementation and testing of functionality for user stories being developed in Sprint 2 for Release 1

I started working on Sprint 2 and put my focus on Administration privileges as a first priority as this was one of the more important features to complete in Sprint 2. The admin panel is a similar page to the general user Bookings page and thus used the Bookings page as a template. The difference of between the two pages are is being able to make a booking for any user and to be able to see all bookings from all users. I also added security restrictions to ensure that only accounts that have been given administration privileges can access this page. The feature to book as a volunteer is currently a work in progress and has not yet been finished. The Contact Us page has been changed to a single form and is available on all pages found at the bottom of the website. This form also will also contain the map to the gallery though has currently been made hidden for release 1. The form has been created but currently does not send off the user’s message. The functionality of this form has been planned to be finalized before the development of release 2. The feature to allow users to book as a server was not included in Release 1 as it is not yet fully functional and we were not happy as a team to show off this feature in its current state. The development of this feature has been slightly been pushed back to be completed within Sprint 3.

During the stages of Sprint 1 and Sprint 2, I referred back to the User Stories when developing the different features to ensure that these features were able to fulfill the requirements of the User Stories.

# Is there anything you can do to try to improve your team’s performance?

The team has thus far continued to work together quickly and efficiently throughout the development of Release 1. Everyone has helped each other wherever possible and have always completed assigned tasks. Our goal is to continue working in this manner in order to design, develop and provide our client with the best possible product.

Release 2

# Briefly discuss how you have contributed to the implementation and testing of functionality for user stories being developed in Sprint 1 for Release 2

The majority of the features required for the client were completed within Release 1. Sprint 3 consisted mainly features that the client mentioned that were nice to have. I worked on updating the contact form functionality to not require users to be logged in to use the form (as requested by the client). I then started developing the admin message panels, allowing the admins to view all messages sent in by people. I also added the ability to click ‘Resolved’ with any queries sent in through the messages, this was done in order for the admin to keep up to date with which queries still are in need of a response.

# Is there anything you can do to try to improve your team’s performance?

From the beginning of Release 1, the team have continuously communicated with each other, keeping the team up to date with their progress and have worked effectively to always get their work done in time. I am very happy with our team’s performance throughout the development of the project. We all had helped each other with our work whenever a team member was unsure of their work and was in need of assistance, also while sharing honest opinions and giving feedback on each other work on how it could be improved.

# Briefly discuss how you have contributed to the implementation and testing of functionality for user stories being developed in Sprint 2 for Release 2

Sprint 4 being the final stage of development for our project only consisted of finalizing the website. This consisted of adding some final touch ups to the design of the site and fixing bugs of which the team found from going through the user stories. During the finalization process, we all communicated and opinionated on what final touches could be done in order to develop the best final product.

# Give any final reflections on the operation of your team

As the project reaches an end, I am very pleased to have been able to work with this group. We have all worked together efficiently and effectively throughout the semester to bring together a well-developed final product.