



# Project Closure

SILVER & STONES

# Improvements?

- ▶ Full-fledged web application
- ▶ Larger, more relevant photographs
- ▶ Responsive design
- ▶ Inventory management system
- ▶ Photo gallery
- ▶ There's a Facebook!!!!

# Product Review

# Final vs. Initial?

- ▶ What's different?
  - ▶ Photo gallery
  - ▶ Customizable text and pictures
  - ▶ Hold system instead of Stripe payments
  - ▶ More robust email system
- ▶ What didn't change?
  - ▶ Inventory management
  - ▶ User roles
  - ▶ Overall site layout

# Reference Book

## Home Page

This is the page that visitors will first see when browsing your web page.

### 1. Manage Slider Images

This button will allow you to change the pictures in the slideshow.  
**See tutorial 3 for more detail on managing the slideshow.**

### 2. Edit Description

This button will allow you to edit the welcome text in the box beneath it.

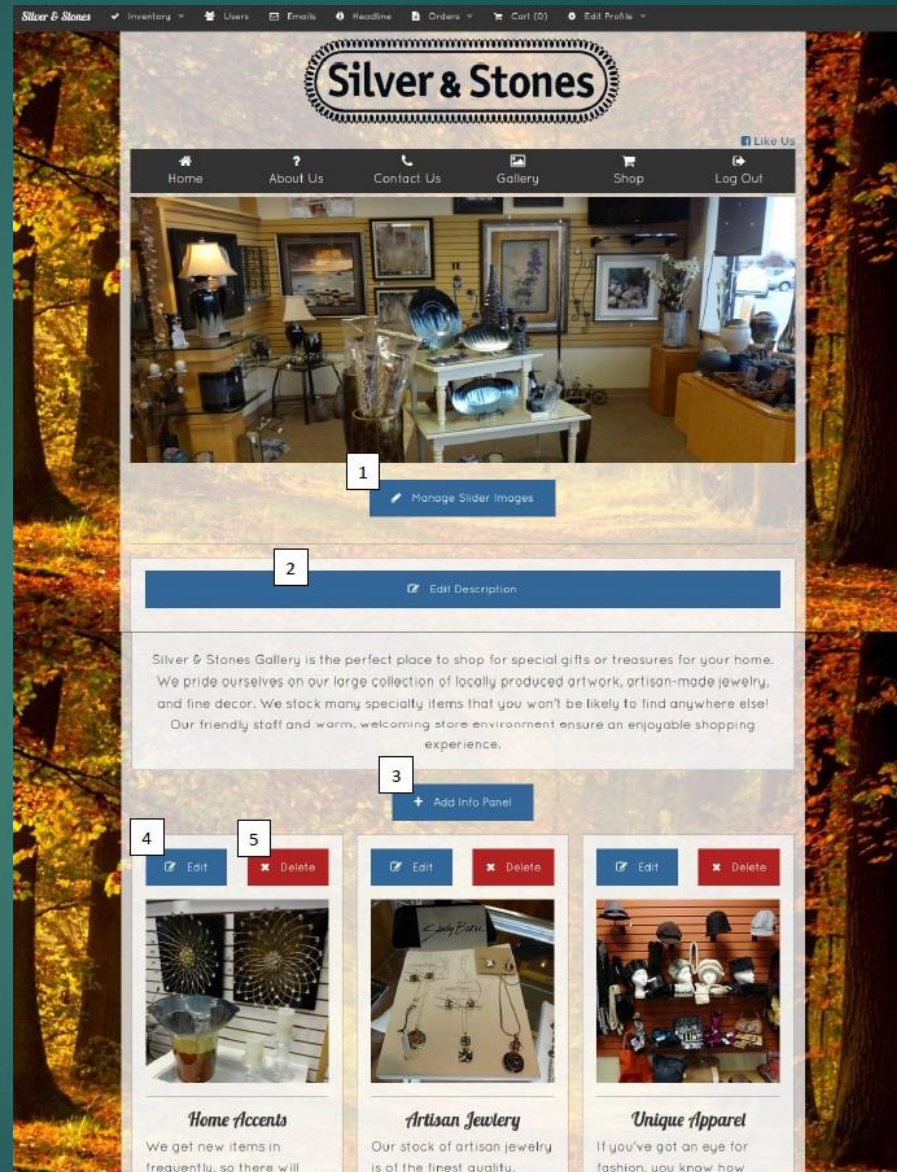
### 3. Add Info Panel

### 4. Edit Info Panel

### 5. Delete Info Panel

The above three buttons will allow you to manage the info panels located below. **Edit** and **Delete** affect only the panel that contains the buttons, while **Add** will create a new one at the end.

**See tutorial 3 for more detail on adding panels.**



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# Client Review



# Delivery

- ▶ Meeting with client soon to “deliver”
  - ▶ Hand over resource book
- ▶ Training meeting with staff
- ▶ Future application maintenance will fall to anyone with server access
  - ▶ Likely Ben for now, but could theoretically be anyone able to ssh
  - ▶ Application administration is baked right into the app
- ▶ **Wanted to leave code in a state that allowed outside parties to extend, use, and maintain it.**



# Working with Clients



# Working with Clients

- ▶ Schedule meetings early
- ▶ Some clients do not want “**Agile**” response
  - ▶ Post-sprint meetings seem “pointless”
  - ▶ Give them what they need, not what they want!
- ▶ Ultimately, it’s all about meeting the client’s needs
  - ▶ *frex*, no online payments
- ▶ Being polite goes a long way

# Process Review

# Scrum Pros

- ▶ Similarity to actual Agile process
- ▶ Liberty to work on other classwork due to loose deadlines
- ▶ Enough sprints to accommodate a medium-sized project
- ▶ Used proper task tracker (**Acunote**)

# Scrum Cons

- ▶ Couldn't push work out of third sprint
- ▶ Most Agile shops run sprints alternating with “testing week”
  - ▶ For example, 3 week sprints with 1 week of testing
- ▶ “Rabbit Hole” tasks
  - ▶ Task appears easy, but is in actuality very difficult or complex
  - ▶ May require a full sprint to do

# Doing it over

- ▶ *Do more work in the **first sprint***
- ▶ Meet with the client much more frequently early on
- ▶ Discuss the implications of Stripe payments before the first sprint
- ▶ Plan for bulk of work to be finished by Sprint 2
  - ▶ *Sprint 3: The Return of the Testing Sprint*
- ▶ Next time, none of us would have **OS...**

# Working with classmates



**MEETINGS**

NONE OF US IS AS DUMB AS ALL OF US.



# Working with classmates

- ▶ Classmates have work to do too
- ▶ Set aside more time for “bringing up to speed”
- ▶ Not everyone’s skill set is the same
  - ▶ Good project management is absolutely necessary
- ▶ Version control is a godsend



# Questions?