Team 62 Peer Review of Team 63

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| Student Number | Team Member Name |
| 08306168 | Alex Woodcroft |
| 9442154 | Eshwar Chivukula |
| 08862877 | Steven Holley |
| 09197184 | Banuka De Silva. |
| 09168672 | Connach Bretherton |
| 08304645 | Ryan Menot |
| 08829055 | Michael Greer |

To the members of team 63,

After the recent demonstration of the media vault project having being completed, as the clients, a number of key observations have been made about the current state of the project, its projected future, and the attitudes and professionalism of the development team. These observations will be discussed within this letter, along with any requests for the future of the project, the quality of demonstration during the peer review presentation, and any other final notes that are deemed worth discussing.

Firstly a level of preparedness is important in any presentation be it formal or otherwise. During this particular presentation the level of preparedness was seen to be at an appropriate level for the situation. It was obvious that the development team knew what they were talking about during the presentation, at least in the structure of the presentation and content that would be discussed. It is not immediately obvious whether or not there was any predetermined script for the presentation, although this is not necessary for this format of presentation and the nature in which it was presented and handled was appropriate, with no difficulties immediately obvious throughout. It was clear that the team prepared their presentation in a way in which they could appropriately demonstrate how they met their expectation as developers.

The development team was also able to sufficiently meet a level of development that met what was expected from their first sprint in order to meet targets. An effective implementation of the majority of agreed upon user stories was evident within the project that was showcased during the peer review. The few exceptions to this were effectively raised and justification as to why they were not met was appropriately given. The development team was then able to come to civil agreement with the clients as to when these uncompleted stories would be completed within the upcoming second sprint, promising to commit themselves to not allowing their lack of completion to happen again. A level of confidence was displayed that was reassuring as to whether or not this was a reasonable statement as the development team showed understanding as to what it was that went wrong during the first sprint, and showed that they effectively understand what needs to be done in order to fix these problems in the following sprints. Overall thus far the project is meeting expectations to a reasonable extent while ensuring to deliver a sufficient level of business value. The current project is in a workable state with a UI design that is currently pleasing and effectively communicates as to what the final product will look like once fully functional.

The quality of presentation was definitely taken into account when the development team presented to the clients. An appropriate level of technicality was used when discussing aspects of the project, using easy to understand terms, without going too in-depth as to what specifically made certain aspects of the project function, on a technical level. The development team was however, perfectly capable of explaining the more technical aspects of the project when those in the client team with a programing based background requested elaboration. It was also evident to the client team that the developers made appropriate decisions as to what programing languages and environments would be used in the project, applying reasonable justification as to why they were used and in what ways. The fact that they made appropriate choices in these aspects was also evident during the presentation due to there being zero issues in relation to the technical aspects of the project, with no issues being evident in the functionality, and no erroneous behaviors notes.

A reasonable level of professionalism was used when presenting the project to the client team, showing appropriate use of language, communicating the functionality of the project, while still remaining friendly in their language and demeanor used throughout, and taking presentation seriously. A level of confidence was clear in presentation, helped with the flow of information, keeping clear and concise whilst explaining the many different elements. The only problem that arose during presentation became clear when a question was asked that was not originally understood by the developers and a certain level of frustration became clear as they attempted to understand what was being asked of them. This however was handled with a level of professionalism, simply requesting for clearer rephrasing of the question, and the issue was swiftly handled. The overall confidence in not only the project but in each other lead to a smooth presentation that was handled clearly and professionally.

The presentation of the media vault project in its current state overall went smoothly and successfully, the developers showcased the project with a confidence, while remaining at a level of technicality that was appropriate for all clients to understand, even when asked to go into more depth into justification of their decisions. The developers clearly showcased the progress of the project, with clear understanding as to what they had done right, and what needed to be done in order to correct any aspects of development that had either been done incorrectly, or inefficiently. It was evident as to what the overall project should look like once development has finished and a level of confidence in relation to the ability of the development team has been instilled into the client team. There is no doubt that the development team will continue to develop at a required level of competency and will be able to deliver a finished, shippable product by the end of the overall proposed timeline of the project.

Regards,

Team 62

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13 October 2015

IFB299 Team 63

GP P-504

Queensland University of Technology, Gardens Point

Re: Media Vault

Dear Team 63,

After the presentation observed for the peer review of the media vault being developed by your team, a number of key observations were made in relation to the quality of the build itself, its environment, and the professionalism and preparedness of your team, both in development quality, and the program itself. This letter will explain these observations as well as discuss where room for improvement is available, providing suggestions where it is deemed relevant based on our observations.

During a presentation of this nature a use of suitable preparation is key to having a presentation that is effective, and also appropriate to the audience that you are presenting to, with an appropriate use of language and technicality. During this presentation the team was obviously prepared for what they needed to present, and showed that the structuring and flow of the presentation was planned for prior. It was also obvious that the team knew what they were talking about, and understood what needed to be said at which times in relation to both the program, its structure and the incorporation of the sprint plan. It is not certain whether or not there was a pre prepared script for the presentation, but it is assumed that a base understanding of structure was used, which is deemed appropriate for this level of presentation and review.

A decent level of development was also completed from the sprint prior to this presentation in order to keep on track towards the final release in the coming weeks. The majority of stories were implemented to an appropriate level, with an effective use of design and build quality to deliver the product at the highest quality possible. Although there were a number of features that were not able to be completed due to programming difficulties, the reasons given were all justified and explained appropriately and have been moved back to the 4th sprint in order to compensate for their current lack of completion of those stories. It was agreed upon with the client team that the reasons given were appropriate justification to push the stories back to sprint 4, and as long as they are completed by the end of sprint 4, as promised, there should be no issues in the completion of the overall project. Thus far the team and the project is meeting expectations and assuming that you continue to do so at a reasonable working pace, making up for the pushed back stories, then there should be no more issues for the remainder of development. This is justified by us, the client team, due to the fact that the program is already in a workable state that delivers business value and is mostly functioning. This means that from this point until the end of development, any features that are not fully flushed out will not completely compromise the overall program. As long as development continues smoothly from this point there should be no issues.

A certain level of professionalism was also utilized during the presentation of the project, with the appropriate language necessary, while demonstrating the project and remaining friendly, intelligent, and approachable throughout. The explanations were kept simple enough for all members of the client team to understand, and when requested, explanations with a more in depth use of programming language and understanding were used properly to provide a further insight into the workings of features of the program. Evidently, similar to the last review the correct choices were used in terms of which programming language was employed to create the Media Vault, and the members of your team were again able to justify why you chose to use the languages in the ways that you did. This helped to lead to appropriate understanding for us, the client team whilst also helping to lead to a high quality program that fulfilled the requested needs. The only exception to this was, as mentioned earlier, a defect in a single feature in relation to account deletion, which we are confident based on the ways in which you explained why it was not working, that you will be capable of fixing the issue that was causing it in time for the full release of the Media Vault. It is however recommended that in future instances when intending to demo a product that you ensure that it will work on the environment that you are going to present it on, not just the one that you had previously been programming on. This will lead to a higher quality demonstration of the product and again will in turn help to prove that the Media Vault is a shippable product that will work on which ever computer it is installed on, not just one the single environment that it was previously working on.

The professionalism of a group during a presentation is also an important factor to consider when analyzing a presentation, and as the client team we are pleased to say that the professionalism of those group members of your team that were presenting was appropriate and pleasing for the peer review. Your speaking was confident, with a strong flow between points and demonstrations of features. You explained the elements of the program without thought and were able to justify any decisions made of any capacity, be that about pushing back features, or implementing features in the way that you did. You prepared both yourselves and your program to be presented in the peer review, and were clearly prepared for the presentation, and to answer any questions that we had for you, along with justify the answers you provided with backed up explanations and demonstrations. It appeared as though you all had confidence in not only yourselves but in each other, and it was evident that you had all put in appropriate levels of work towards the completion of the Media Vault and the project as a whole.

We as the clients are thus far pleased with your progress and wish you best of luck with the completion of the remainder of the project. We look forward to seeing the completion and presentation of the final product in the coming weeks.

Kind Regards,

Team 62.