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| Course name:  Diploma in Software and Design | |
| Assignment title | **DSD-04 Agile Group Project** |
| Assessment weighting | *Need to pass the assessment to complete the course* |
| Passing Criteria: | Need to score 50% or more to pass the assessment.  **Total Marks: 100** |
| Due date: | **Your Tutor will advise you**  (late submissions incur 10% penalty, after 7 days late, the assessment will not be marked) |
| Assessment conditions: | This is a resource-based assessment. This means that you may have access to any relevant resources to assist you.  This could include your learning materials, information on the Internet, and so on. However, all work must be your own with no assistance from any other person. |
| Submission requirements: | Upload your project to Github or Cloud Campus |
| Module Names and Learning Outcomes | **Project Management**   * 1. Identify requirements and implement mobile solutions * 2. Conduct project planning activities that accurately forecast project costs, timelines, and quality. Implement processes for successful resource, communication, and risk and change management. * 3. Use an appropriate methodology for project management * 4. Demonstrate effective project execution and control techniques that result in successful projects * 5. Satisfy client expectations and meet client needs in executing a software development project |

This is an **ONLINE** only assessment. No paperwork is needed.

**Disclaimer of Plagiarism and Collusion**

I declare that:

* I have read and understood the ATC Vision Collage “Assessment Policy” and “Academic Cheating” sections as described in the Student Handbook.
* I am aware of the penalties for cheating as described in the Student Handbook.
* This assessment submission is entirely my own work, I have quoted, referenced and acknowledged any work copied directly from another source.
* I understand this assessment submission may be used for internal and/or external moderation.

I understand that if I have circumstances that affect my progress to complete assessment tasks, I will discuss it with my tutor prior to submission date

# Agile Group Project

## Objective

The students are required to undertake a group project as part of their Assessment for the Diploma in Software Engineering and Design qualification. The students are required to build an Android app using Agile methodologies. The App will also use a Source Control system such as Git.

## Purpose

The purpose of the assessment is to create an Android App using Agile and Scrum methodologies.

The intention is that all group projects should be successful, and all students are expected to contribute to their own project in accordance with the timetable.

Group projects are expected to take students 180 hours of work per student, spread over 6 to 7 weeks, and to enable students to display their understanding across a broad range of subjects.

Groups will be expected to exhibit professional skills in design, quality and management. Specifically, they will have to show that the work has been carefully planned, that components and systems have been properly tested, and that members of the group have cooperated effectively.

The exercise also gives students experience of working against deadlines, with a team of colleagues. This gives some idea of the problems encountered in normal professional practice.

The review meetings provide an opportunity to monitor group progress and for general discussion. Your tutor will attend all the review meetings.

### Requirements

Create a mobile app using Agile and Scrum methodologies. The final app may not be totally finished owing to time constraints. But still be operatable.

## Final deliverables

Copy and paste the questions below into a new document, answer them, and put it in your assessment folder with a copy of the app.

**Answer the following questions.**

What was the App that your group created?

**Answer:**

Quiz android app

### Agile / Scrum

1. What did you learn about how the Agile and Scrum methodologies operate?

**Answer:**

**Agile methodology:**

Agile is an interaction by which a group can deal with a task by separating it into a few phases and including consistent coordinated effort with partners and ceaseless improvement and cycle at each stage. The Light-footed approach starts with customers depicting how the finished result will be utilized and what issue it will address.

Diagram

Description automatically generated

**Scrum methodology:**

The Scrum model recommends that tasks progress by means of a progression of runs. Scrum approach advocates for an arranging meeting toward the beginning of the run, where colleagues sort out the number of things they can focus on, and afterward make a run overabundance – a rundown of the undertakings to perform during the run.

1. In practice how effective did you find this methodology?

**Answer:**

Both methodologies have their own value depending on the user's requirement, if the user is not sure about exactly what he needs, then the agile methodology must be used, but if all the criteria are crystal clear, then the scrum methodology would give me a plus.

Diagram

Description automatically generated

1. What did you find was the strength of it?

**Answer:**

I have tracked down that the spry methodology is more responsive, direct, effective, and that partners are more joyful and more adaptable with this system, since everything is in their aptitude and as per their necessities and requests.

1. What were its weaknesses?

**Answer:**

The disadvantages I found during this gathering project are that there is no limited finish to the prerequisites for spry strategy necessities that are continually heading towards the designer. Documentation is negligible as it needs progressed readiness and the creation in this methodology is for the most part divided.

What were the best features of the process?

**Answer:**

The highlights of deft system that are best as per me are expressed as follows:

1. Productivity of the agile method.
2. Flexibility because of the agility.
3. Project transparency due to agility.
4. How did they appeal to you?

**Answer:**

1. These highlights appeal to me as they make my customer more OK with the work, as these highlights help to include the customer in the whole advancement interaction of the application. It assists with accomplishing the fulfillment of the customer.
2. What was the worst feature of the process?

**Answer:**

The most exceedingly awful element I've found in this interaction is the consistently crawling customer side necessities. As new prerequisites and changes are consistently there, the hour of advancement is limitless.

1. How would you change them?

**Answer:**

I figure we can have a meeting to generate new ideas with the customer before the beginning of any application usefulness that will assist with lessening the frightening necessities.

### Group work

1. What did you enjoy about this style of programming?

**Answer:**

I liked the collaboration of the customer with the venture because of this deft approach, as every one of the highlights and progress of the undertaking are obvious to both the customer and the designer, assisting with expanding understanding between the gatherings.

1. What are the downsides for you of group work?

**Answer:**

I found that while working in a group with agile methodology, the group's planning for the development of the methodology is always disruptive.

1. How did this session change your opinion of working in industry?

**Answer:**

I found that while working in a gathering with spry system, the gathering's anticipating the improvement of the technique is consistently problematic.

### Source Control

1. What form of Source Control did you use?

**Answer:**

We used GitHub.



1. What were its strengths?

**Answer:**

The strengths for using GitHub are stated as follows:

• Make it easy to contribute to an open-source project.

• Work can be shown on the GitHub cased.

• Changes can be easily monitored.

• We have integration options with other GitHub platforms.

1. What were its weaknesses?

**Answer:**

The shortcomings are as per the following

• GitHub security and evaluating are the shortcomings of this source control stage.

1. How effective as a source control did you find it?

**Answer:**

GitHub helps managing the App versions effectively.

1. If you had to use it again what would you change?

**Answer:**

I will improve the security highlights of the Git.

### Other

1. Do you feel that this has been a worthwhile experiment?

**Answer:**

Yes.

1. Why? Why not?

**Answer:**

I found it a worthwhile experiment as it let is gain practical experience of the agile software development life cycle.

1. **If you had to give yourself a percent grade for your contribution to the project, and the process, what would it be?** Bearing in mind that you might have produced little, yet done the hard yards. Or you made heaps, but it was really easy.

**Answer:**

I would give me An in light of my diligent effort I did during the execution stage.