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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 practices include finding prerequisites and creating arrangements through the collective exertion of self-coordinating and cross-useful groups and their end user.It advocates versatile arranging, transformative turn of events, early conveyance, and consistent improvement, and it urges adaptable reactions to change

**Scrum methodology:**

1. Scrum is a structure using a nimble outlook for creating, conveying, and supporting complex products, with an underlying accentuation on programming improvement, despite the fact that it has been utilized in different fields including research, deals, advertising and cutting edge innovations.Diagram

   Description automatically generated
2. In practice how effective did you find this methodology?

**Answer:**

The two approaches have their own worth relying upon the client's necessity, on the off chance that the student isn't certain about precisely what he needs, the deft technique should be utilized, yet assuming every one of the models are perfectly clear, the scrum procedure would give me an or more.

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

**Answer:**

I have checked that the agile philosophy is more responsive, immediate, compelling, and that accomplices are more blissful and more versatile with this framework, since everything is in their fitness and according to their necessities and solicitations.

1. What were its weaknesses?

**Answer:**

The demerits I checked during this get-together undertaking are that there is no restricted completion to the requirements for nimble procedure necessities that are continuous heading towards the architect.

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. Flexibility because of the agility.
2. Project transparency due to agility.
3. Easy to approach start Quiz.
4. How did they appeal to you?

**Answer:**

These highlights appeal to me as they make my customer more happy with the work, as these peaks help to include the customer in the whole progress interaction of the application. It assists with achieve the fulfillment of the customer.

1. What was the worst feature of the process?

**Answer:** The most really worst component I've checked in this cooperation is to solve the errors . As new requirements and changes are reliably there, the hour of headway is limitless.

1. How would you change them?

**Answer:**

I decide we must have a own opinion to express creative ideas with the customer before the beginning of any application usefulness that will assist with lessening the frightening necessities.

### 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 simple to add to an open-source project.

• Work can be appeared on the GitHub cased.

• Changes can be handily observed.

• We have mix choices with other GitHub stages.

1. What were its weaknesses?

**Answer:**

The shortcomings are as per the following

• It needs window support and doesn't follow void organizers.

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.