

Reflective Journal

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Team 7, Wednesday Tutorial 12-2pm

Weeks 1-4

We started this project by drafting user stories based on the project requirements. In order to have discussion about this project, we conduct weekly meeting on every Monday starting from week 3. During meeting, we usually have tasks distribution and following up progress of each team member to ensure that every member is on the right track. We also discuss about difficulty we have encounter while completing our task given in the weekly meeting.

During our first meeting, we refined our user stories as a team to ensure that all user stories are relevant and suitable. We conducted planning poker activity during tutorial 3 in order to decide the story points for all of the user stories. All team members were involved in the planning poker activity. All of the user stories with story points, acceptance criteria and description were then added to JIRA. During our second meeting, we started to draft for release plan 1. The selection of user stories to be in release plan 1 was decided by the client team.

The release plan was prepared by the client team while the sprint plan was prepared by the development team. Another developer and I had a meeting in order to discuss about the tasks for each user story to prepare for the sprint plan. After the developer team has completed the sprint plan, the sprint plan was reviewed by product owner. We have another meeting to prepare for submission of the user stories, release plan and sprint plan.

By the end of week 4, I think that we made great performance and corporation in completing our tasks. All group members are working well together as all the tasks given were able to complete in time. Even though all the tasks were completed in time, but the team velocity was relatively lower compared to average. This is due to a newly formed team required more time to work effectively together.

Sprint 1

As a development team, we distributed the user stories in sprint 1 evenly before we start implementing them. The exact time taken to complete a task is recorded in order to update the sprint plan in future. During the first week of sprint plan, the progress is slightly slower as compared to the expected sprint plan. This is due to the development team have spent some time in doing research about the programming language which is Ruby on Rails. Another developer and I were new to this programming language thus the progress at the beginning of this sprint was slower. The progress of the developer team is reported to the client team every week on our weekly meeting. This is to ensure that the client team is up to date about our progress.

As mentioned previously the progress at the beginning of this sprint is slower due to some circumstances, I have only completed implementing all tasks of a user stories in our website on the second week of this sprint. Consequently, I am able to catch up the progress on week 2 of this sprint as shown in our burndown chart. In the end of this sprint, I am able to complete 3 of the user stories from sprint 1 by implementing them as a feature in our website. I have created a sprint 1 burndown chart to keep track of our progress. The sprint burndown chart is sent to the client team to show them the current progress.

However, while doing my task for sprint 1, I have encounter some problems when implementing the functions in Ruby on Rails. Fortunately, with help from another developer, I am able to complete my tasks from sprint 1 in time.

Sprint 2

In this sprint, I am working on the CSS of the website as well as implementing the function of user stories in sprint 2 to our website. The developer team managed to finish the tasks in sprint 2 before this sprint ends. Even though we completed implementing the function in sprint 2 before the sprint ends, but we use the ideal days remaining to check on the functionality of the website. Other than checking the functionality, the whole team also work together for unit testing of the website. The client team tested on the website to provide feedback for the developer team to implement the unit testing.

By the end of this sprint, I have created a sprint 2 burndown chart as in sprint 1 to keep track of our progress. The sprint burndown chart is sent to the client team to show them the current progress. At the end of sprint 2, I have also created a release burndown chart to ensure that the developer team has completed all the story points in this release. The release plan is sent to our client team so that they can track the progress of this release.

By the end of this sprint, I found out that all the group members are working better and the progress of work is getting more efficient compared to sprint 1.

As a final reflection, I am satisfied with the outcomes done by my team. All of us work well with each other and complete all the tasks given in time. This unit plays an important role for me as I am taking capstone project phase 1 in this semester, it helps me to prepare for the project plan of my capstone project. Last but not least, I would like to thank my lecturer and tutor Mr. Prakash for the guidance and help throughout this semester. Thank you for creating such a good environment of enthusiasm for learning and sharing so much knowledge to us, I have learnt a lot through this unit.