## Planning weeks (1-5)

Contributions during this phase:

* Keeping track of time, duration of meetings
* Keeping track of tasks, we worked on during these meetings
* Submitting assessment due during these weeks
* User stories (prioritisation, estimation, etc)
* Keeping the team communicating and setting meetings

As the SCRUM master I was in charge of keeping track of the time, duration and tasks that we worked on of all group meetings as well as all tutorial classes. I also submitted the first submission of the project (user stories, release plan, sprint plans). The development of the user stories was group wide, this resulted in doing parts of all aspects of stories. This included the prioritisation of user stories and estimation of user stories. The client team was in charge of developing a release plan that will be closely followed for the duration of the project. This was then followed by the development team creating two sprint plans which breaks up the tasks of our release plan. To improve our team’s performance for the upcoming release plans, I think we should organise to have more meetings to discuss the progression of the project and what we are all doing to help complete it. Having more communication between the group will majorly increase productivity throughout the project.

## Sprint 1

Contributions during this phase:

* Provide UI design (on paper)
* Bootstrapping template
* Time and date of meetings
* List the tasks we did during these meetings

Two large artefacts that I have contributed to the development phase of sprint 1 is designing the user interface through sketches, then doing onto developing a working model in HTML. This was used as a bootstrap template for the final design and functionality of our real estate application. As the SCRUM master I was in charge of keeping track of the time, duration and tasks that we worked on of all group meetings as well as all tutorial classes. An improvement that we can make as a team moving forward into sprint 2 is further communication between the client team and the developers. There was a period of time that the client team was unaware of the current status of the project because of lack of communication.

## Sprint 2

Contributions during this phase:

* Sprint 2 testing
* Time and date of meetings
* List the tasks we did during these meetings
* Helped the team draft the business letter

During sprint 2 I contributed to the project by carrying out testing on the application with the features that were added during sprint 2. This ensures that the added features are working and stable for the website. As the SCRUM master I was in charge of keeping track of the time, duration and tasks that we worked on of all group meetings as well as all tutorial classes. My fellow client partner and I was in charge of completing the business letter that was to be sent to the team that we interviewed. The team was asked various questions and demonstrated the working website as of sprint 1 and we provided feedback via the form of a professionally written business letter. During sprint 2 the communication of the team was greatly improved resulting in a very productive sprint. A small improvement that can be made for the team’s performance can be the distribution of work during the sprint. A large amount of the coding was done by a single member of the development team. This wasn’t a large problem as the work did all get done and the member wasn’t bothered about doing the large load of work.

## Final Reflections

Our group worked really well together as we had a good balance of clients and developers which gave even distribution of tasks throughout most of the release. Communication was a problem during the planning phase and sprint 2 which was quickly rectified during sprint 2. Everyone in the team gave their foremost efforts which paid off as we completed every user story that was planned in the planning phase.