A screen shot of a computer screen

Description automatically generated

Software Engineering 3

project retrospective/review document

Eoin Geoghegan | Dimitrije Sreckovic | Ciarán Tone | David Ward

# Introduction

This document serves to outline and review the processes and development considerations that were undertaken in the development of the newsagent application made for the continuous assessment portion of Software Engineering 3.

## Roles

Everyone in the team was responsible for certain aspects of development of the application. There was no hierarchical setup, rather, each individual was to design, test and develop the various components that would be needed to achieve the brief.

## technolgies and project setup

Once the brief was understood to a reasonable degree, we set out to decide on the software development lifecycle to use. Initially there was debate over whether to adopt a Waterfall approach to the project as it was felt that this was an easier way to present a strong plan that we could stick to week-to-week. The ability to see the project as a whole and work from a pre-set blueprint was particularly attractive.

The counter to Waterfall was that an agile approach in the form of Scrum would enable us to be more suited to change. We anticipated that, given the lack of technical understanding from this hypothetical customer, new requirements could emerge during development. Additionally, agile lifecycles appeared to offer a better ability to manage situations where we may not have accurately estimated the development of a feature. By going down the agile route, we were allowing ourselves the opportunity to not have unforeseen developments have a significant or compounding effect regarding delays to the project.

Regarding software, GitHub was the version control system of choice. Its reliability, flexibility and ease of use enabled us to begin considering design, project planning and other crucial matters without being delayed with setting up tools. Beyond tracking commits to the repository, progress was also tracked via the use of Taiga – an open-source project management tool – wherein user stories and their associated tasks were displayed for all to see and manage. As with GitHub, changes here also notify everyone on the team.

# Challenges & Issues

# Retrospective Insights

# Final Remarks