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| **What did you do that made a meaningful contribution to the teamwork in producing the final solution** | **Evidence of that work (artefact)** | **How did it fit in the team work/project work?** |
| 1) Creation of a Terms of Service page as required by the client that was routed through a /tos addition in the url. | Can be viewed within the project files. Located in app/view/pages/tos.ctp.  Routing to this page was also edited and can be viewed within the app/config/routes.php file.  Files also added in personal folder within directory. | Met requirements of the user team which allowed completion of a section of sprint 1, within the first release. |
| 2) Wrote a check for new users that would only allow them to create an account if they had checked a box to show they had read the terms and conditions of service. | Checkbox can be seen on the website, bottom of page when creating a user account. Code section included as a snippet in the folder. | Improved the system check that made the user creation more like a real life system. Followed requirement of the client wished for terms of service on the website. |
| 3) Designed user stories, and refined acceptance criteria for the following stories. As well as deciding on priorities for stories. | Powerpoint can be viewed in folder | Improved the client acceptance, allowing less work on the development side. |
| 4) Designed error check to deny users the ability to withdraw from a course after its commence date (Still bugged) | Code snippets added in individual folder. Can also be viewed within the app/Controller/EnrolmentsController.php file. |  |
| 5) Created Release and sprint 1 plan from user stories that set up the basis for the project. | Can be viewed in root of repository, or within personal folder | Allowed us as the development team to have a significant basis to begin development with, that enabled us to progress to a stage the clients are now happy with. |

# Release 2:

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| **What did you do that made a meaningful contribution to the teamwork in producing the final solution** | **Evidence of that work (artefact)** | **How did it fit in the team work/project work?** |
| 1) Created a code segmented that only allowed users within the system who had serve permissions, or where managers, to view dietary and medical requirements of users in their courses. | Can be viewed within my portfolio folder on the repository. Or can be found in the Courses/index.ctp file.  Evidence of this in the website can be seen when viewing the courses page. | Met requirements of the user team which allowed completion of release 2, and the overall project. |
| 2) Created a permission type within the website for terminated users. This allowed the account email to effectively be banned and not used to sign up to the website again. | Code sections from two separate files included with the artefacts. Can be viewed in the edit user website functionality when the current user has manager permissions. | Allowed effective blacklisting of email accounts so that users could not simply delete a banned account and reuse email the client wished to be effectively removed from the system. |
| 3) Setup client emailing system. This worked when a manager deleted a course users were enrolled in by emailing them to inform them of the change to their class enrollment. | Code snippet can be viewed in documentation within the repository. Code exists in the coursecontroller file in the repository.  This functionality can be checked by enrolling a user with a valid email into a course which is then deleted by a manager. | Provided functionality like a real-world experience. Clients were pleased with this functionality as it was part of the planned stories for sprit three. |
| 4) Created a code check that hides courses from the main view page once they have commenced, preventing enrolment to them. Enrolled users still have access from their user account pages. | Code snippet in the artefacts folder. Can also be viewed in the courses index. Evidence of this within the website can be seen on the courses page, as only courses beginning after the current date are being shown. | This was part of our fourth sprint. As something discussed in the user stories completing this allowed the team to reach the final sprint goal. |
| 5) Held team meeting which allowed finalization of complicated tasks for the user stories left in the fourth sprint. | Evidence of this can be seen both on git hub and in the release plans as majority of tasks were completed to the clients liking. The tasks that were pushed back to our would be release 3 where simple enhancements and not functionality of the website. | Allowed us as the development team to have a significant discussion about specific issues. This led to high quality specifications for major user stories which allowed simple and effective implementation of these tasks. |