Agile Methodologies

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Learning Log

Newspaper Delivery System

**#Learning Log 1**

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| **Date** | 3 November – 10:00 pm |
| **Group Goal** | To Identify the system users & individual work. |
| **Individual Goal** | Divide the set of requirements into different phases. |
| **Time Spent** | 3 hours |
| **Tasks (What we were trying to achieve)** | * Identification of different users associated with the system. * Taking ideas from all the team members to get their insight of system. * Also, distribution of work among team members as per their preference. |
| **Contribution**  **(What I did)** | - Categorized the whole set of requirements into different phases or themes so that it will be easy to create the user stories and divide the work into team members.  - Ended up with creating four different phases namely, Authentication, Book keeping, Delivery and Billing, each phase consisted of one or more features of the system.  - Took part in the discussion with the team about the users for the system. |
| **Group Structure** | As it was our first meeting, everyone participated equally and divided the work with each other. Everyone did their tasks honestly and put up solid discussions about number of users for the system. Work done by the members was really appreciating. |
| **Learnings**  **(What did I learn)** | I learnt to work on a project with a team, as previously I did only individual projects.  I realized that dividing the problem into smaller chunks makes it easy to accomplish. I learnt to value opinions of all the team members which leads to a better result. |
| **Learnings**  **(How did I learn):** | Since this meeting was more of a discussion with very little work to do, learning was mostly done by taking part in the discussion. |
| **Interpersonal Skills** | Turn Taking,  Decision Making |

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| Date | Feedback Provided | Strategy or Action Taken | Feedback after Strategy applied | Questions | Goals | Mastery Reached? |
| 3 Nov | Good idea to divide the requirements into phases. |  |  |  | Simplify the work |  |

**#Learning Log 2**

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| **Date** | 10 November – 8:30 pm |
| **Group Goal** | To work on Authentication Phase. |
| **Individual Goal** | To create the login functionality for the store manager. |
| **Time Spent** | 2 hours |
| **Tasks (What we were trying to achieve)** | * Working on the authentication phase. * Deciding privileges for admin and store manager. * Alert to store manager for unauthorized access. |
| **Contribution**  **(What I did)** | - Created the user story AUT2 which provides login functionality to the store manager.  - Designed the acceptance criteria for login which includes verification of email and password and error messages for invalid entries.  - Discussed with the team about the admin rights and alert notifications. |
| **Group Structure** | We decided to work on the authentication phase. But since one of our team members left so, we distributed the work accordingly. Everyone shared their opinions on notification feature which ends up as a useful feature for the store manager. Each member completed his task on time. |
| **Learnings**  **(What did I learn)** | I learnt that adding the admin as a user was actually a good decision which makes the system not to be misused. Also, I learnt to manage the work if any member goes out of the team, all the remaining members divided the work with peace and completed it. |
| **Learnings**  **(How did I learn):** | Main source of learning was with discussions within the team, but I also took some reference from my previous projects as how to design the acceptance criteria. |
| **Interpersonal Skills** | Conflict Management,  Active Listening,  Trust Building |

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| Date | Feedback Provided | Strategy or Action Taken | Feedback after Strategy applied | Questions | Goals | Mastery Reached? |
| 10 Nov | none |  |  |  |  |  |