

Individual Report

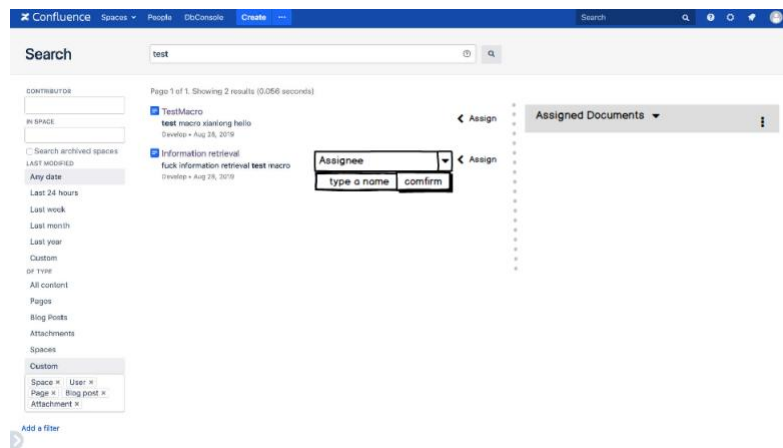
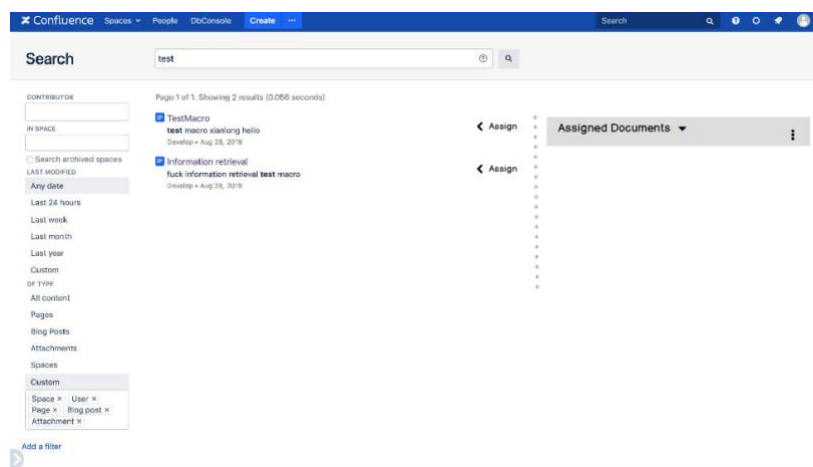
YU SHI: 470508992

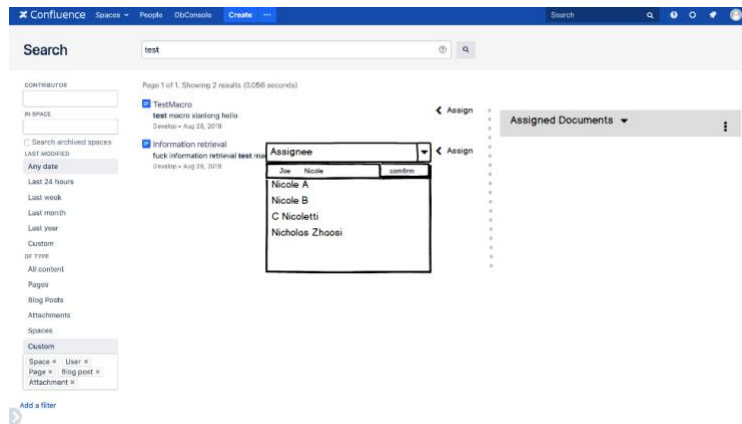
Contributions

- Technical contributions

In the previous project process, main technical contribution I carried out is designing the user interface for our project. I designed the Quick Search Assign UI pages(can check page 16-18 in this link for evidence:

https://docs.google.com/presentation/d/13dbfZekvsOmj9ZrjPzYGTb-sDy517venJk_Kot48uRQ/edit#slide=id.g627d03460b_8_18).





- Non-technical contribution

1) I wrote week3 team meeting minutes, client meeting minutes and week3 project status.



For evidence details link please visit: https://bitbucket.org/Arthur_Zhao/quokka/wiki/Home

2) On the issues board, we totally have gotten 22 issues here. I created 5 issues out of them. Issues (1-22 of 22)

Title	T	P	Status	Votes	Assignee	Created	Updated
#4: Try to understand IR and NLP	✓	↑	RESOLVED	15	YU SHI	2019-08-19	3 days ago
#8: Brainstorm of our project topic and scope	✓	↑	RESOLVED	15	YU SHI	2019-08-23	3 days ago
#16: Make a prototype	✓	↑	RESOLVED	15	YU SHI	5 days ago	3 days ago
#20: Start the programming of frontend and backend.	✓	↑	NEW	15	YU SHI	3 days ago	3 days ago
#22: Write group report	✓	↑	RESOLVED	15	YU SHI	13 minutes ago	12 minutes ago

For evidence details link please visit: https://bitbucket.org/Arthur_Zhao/quokka/issues

Individual Reflections

- Version control, coding styles, XP, etc

Through doing this project, I learned how to use the Bitbucket and Sourcetree for version control. What's more, I understood how multiple team members can work on a same codebase and how to minimize the risk of conflicting code between each other. Also, I have

obtained the knowledge of google java code style, which is really helpful for standardizing my programming. And I learned how to use XP methodology to adapt the changes of requirements during project development processes.

- Challenges met in the project

- 1) Determine final project objective and scope:

Because our client did not give us specific requirements, we need to come up with several feasible solutions and discuss with him again and again until he approve it. And before week4, some of our ideas not satisfied our client and others were too hard to complete within the schedule. So, our progress is a little behind schedule, which requires us to speed up our processes.

- 2) Think about how to change UI of Confluence:

After we decided our final project scope, we have done a lot of research on how to change Confluence user interface. We tried several possible methods, but they did not work. During the week6 client meeting, we asked the client if he know how to change it. At that time, the client said he did not know how to carry out UI changes and maybe we even cannot change it. It is really bad news for us because we may need to change our scope again if we cannot change UI.

- How these were tackled and the outcome

- 1) Determine final project objective and scope:

After constant brainstorming and under the assistance of our client, we finally decided our project goal and scope on the week5.

- 2) Think about how to change UI of Confluence:

Fortunately, after the week6 meeting, our client sent us an email said he has found some feasible methods to change the UI. He also provided us with some specific instructions and examples. Therefore, we can still follow our original plan.

- Achievements

I think my achievements are participating in prototype design, understanding what is confluenceSDK and knowing how to use the Confluence, Bitbucket and Sourcetree.

- What you would do differently in future

In the process of continuously finalizing project goals with the client, I realized that the requirements of clients may not always very clear and specific. I think, in future, I should do more researches and group discussions before each client meeting. I also realized that the feasible proposals we prepared in future should be as clear and detailed as possible, so that the client can easily understand what we are going to do, which can stimulate our group processes. One simple and intuitive way to do this is to show our mock-ups to the client.

- Your role in the group and as a software engineer

I mainly play the role of tracker and customer. Can check group contract on wiki for evidence:

Team Member	IT and Engineering-related strengths, knowledge, skills and attitudes that contribute to the project	Roles, and Areas of Activity in the project	Key Responsibilities of Role(s)
Yu Shi	1. Competing in Programming 2. Project management 3. Communication skills 4. interest in IT innovation	1.Tracker 2. Customer	1. Cording for the project 2. Tracking bugs and testing programs 3. Controlling format and checking contents of every document

Link: https://bitbucket.org/Arthur_Zhao/quokka/wiki/Group%20Contract