Method and Planning Updates

Mozzarella Bytes | Team 18

Assessment N°2

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Changes made in relation to use of methods and tools

Use of Existing Tools
Facebook Messenger: We used Facebook Messenger as our primary form of communication between team members as it was very easy to hold group discussions. In particular we found the 'poll' feature an efficient way to check on progress and arrange meetings.

Email: The SCRUM master emailed a weekly copy of an up-to-date version of the Gantt chart; allowing team members to see if they were on track in relation to the whole project

New / Replacement Tools
GitKraken: We had planned to use the Git Bash terminal to access our remote repository, however we found it time consuming to remember the commands and difficult to resolve merge commits. Instead, we used GitKraken (a Git GUI integrated with GitHub) which has an easy to understand UI, making it simpler to resolve merge conflicts and push and pull commits. This tool helped us to reduce R1 as it made seeing other people's commits easy (See risk assessment: https://emhodges.github.io/SEPR-game/assessment2/Risk1.pdf)

GitKrakenGlo: This tool allowed us to create a board in GitKraken where we could write ToDo's and bugs that needed fixing. This application was easier to access than logging into GitHub to look at the GitHub project board. It was more suited to keep track of code that needed fixing and which features still needed to be implemented.

Mockito: This is a mocking framework allowing you to mock dependencies (i.e when a class delegates work to methods in other classes) in your test code. This allowed unit tests to be independent of other tests, decreasing the likelihood that the test code is testing multiple functionalities, as opposed to indirectly testing other methods required by that functionality.

JUnit: Junit is an open source unit testing framework for Java. It enabled us to test the functionality of small blocks of code. We decided to use Junit over TestNG(another popular framework for testing) because Junit is more widely used [1] and there are more online resources for us to reference.

Changes to team method: We made very few changes to our methodology, as we found our Agile approach was well suited to our way of work. The only notable change made was changing the frequency of our SCRUM meetings to be weekly as opposed to every other day. This decision was made because the Gantt chart was in four day increments and the virtual scrum was initially planned for every two days. This discrepancy meant that weekly polls were easier. We also held physical meetings at least twice a week.

Roles
We adapted roles throughout the duration of the project to allow for greater flexibility in our work. Kathryn took on the role of SCRUM master as this role naturally seemed to fall under project management and planning. Daniel also took a greater role in development, as we found that it was easier and safer to give two people responsibility for leading this area (however Emilien remained in role as head of this area). Apart from this the official roles did not change although we all helped each other to complete all tasks.

References

[1] A.Zhitnitsky, *JUnit vs. TestNG: What testing framework should you use?,* 2016, Accessed on 02.01.20, [Online] Available at:
https://blog.overops.com/junit-vs-testng-which-testing-framework-should-you-choose/