# Once Upon A Dragon

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Allows users to join a distance story without logging in



Allows supervisors to create a distance story

## INTRODUCTION

*Once Upon A Dragon* is a continuation from a previous project called 'Infinitybook'.

Infinitybook is a collaborative storybook writing experience where children take turns writing a storybook together. The client wanted some enhancements made to the pre-existing website, as well as some additional functionality added.

The Infinitybook project created a website so that the supervisor would set up a session and the children would call out what they wanted to write. 'Once Upon A Dragon' involved not only enhancing the Infinitybook, but also expand beyond this and create the distance version. The distance version would allow the advisor to generate a code to give to the children. The children would then enter this code in from their own devices to connect to the same story.

## DEVELOPMENT

The development of this project was started by gathering requirements from the client on the requested enhancements and additions to the website. During the requirements gathering, the client also discussed issues left unresolved by the previous project team, as well as where they wished the website to eventually end up.

When selecting the methodology, the team had to choose one that not only worked with a team size of 1, but also one that met the client's needs. The team settled on using an agile methodology that included using a KanBan board. This KanBan board would be used as the main monitoring tool for the team, while a Gantt Chart would be used as a baseline for timings of deliverables and milestones.

The KanBan board the team used consisted of three separate lists, "To Do", "Doing", "Completed". Each requirement / task was added to the initial To Do list and was slowly moved across the lists until it had reached 'Completed'. This was updated throughout the life span of the project and gave the team a visual representation of how much work had been completed and how much work was left to complete.

After development was finished, the team carried out manual testing which was based off the IEEE 829 Standard. Because this is a continuation of a previous project, the team also based their testing off the previous project teams testing to ensure consistent levels of acceptance were maintained through all defects found.

## CONCLUSION

Working on this project proved difficult, highlighting the issues that can arise from enhancing another team's work. This taught the team valuable skills that they can take with them into the workforce.