

Contributions

Jordan Pring

In this assignment I worked mostly with the front-end GUI's using FXML on IntelliJ. By doing so it made it very easy for the group to connect the front end to the back end as we all worked separately on individual parts of the system. I also worked with Marco on the GUI's to make sure that the functionality was working as it should and the interface were styled professionally, and the overall program looked neat.

I attended each of the meetings that group held and would take advice from the rest of the group members in order to further proceed with the project and to find out what was needed to be done.

GUI classes (Implementation and Design) :

Register

DrawingAvatar

(Design of interface) :

ProfileGui

ArtworkView

ArtworkUpload

Home

Results

Dan-Cristian Culea

Keeping the minutes, coded ArtworkManagement (modified by Alex when the whole system was put together), helped with the adapting the system from the A1 coursework to work for the A3 coursework (using IDs to recreate the references when the system is rebooted), explained how the back end works to Marco and Jordan, writing own contribution in the contributions report

Class: ArtworkManagement

Shun Hei Lai (Marco)

Creating basic function and interface design for all GUI classes with using fxml (Designed by Jordan on paper), a little bit detail function drafted without passing data through the back-end classes, adjusting interfaces for specific GUI's after requested by Ziggy and Alex, writing own contribution in the contributions report, help putting team member's contribution reports together.

GUI classes (Basic Implementation, Design and adjustment):

Login

Register

Home

ProfileGui

EditProfile

Result

DrawingAvatar

BuildInAvatar

ArtworkUpload

ArtworkView

ViewUser

ArtworkViewOwn

Alexandru Cornel Ciresnea

Coding, along with Ziggy Attalla, most of the functional back-end (data classes, along with the data manipulation ones. Helping the others with front-end GUI (implementation and functionality). Testing our system implementation (GUI and back-end). Trying to keep the spirits up.

Ziggy Attala

Coded a large amount of the back end including the essential methods of saving and loading as well as helping to link the front end GUI's and back end, wrote and edited/added functionality to all back end classes and added some functionality to front end classes including searching and data manipulation and access.

Worked on – Database, Main, ArtworkManagement, BidManagement, ProfileManagement, Profile, Bid, Artwork, Results, ViewUser, ArtworkView.

Liam Rossitter

Unexpected problem

Liam was missing in the whole period

Unfortunately, our team member **Liam Rossitter** had never appeared during the start of A3.

Liam had never showed up in any meeting of A3, his works couldn't work with the classes we created and finally become useless for our final product.

Also, in the final meeting which should be the most important one for double checking the final stage and other documentations included in the requirement, he still didn't show up and make sure if he is still care about our project or not.

We are sure that he had contact with Ziggy, and Ziggy had invite him for coming to the final meeting for helping the documentation work, however we still couldn't see him show up at the end.

Liam's classes were broken and can't be associated

Liam's classes used swing and also used references to objects and methods of storing data that simply did not exist in our design, we told him this and to redo them, which he did not manage to do in time.

We expected that Liam will contribute the classes for user to draw their own avatar, but the final products were broken and difficult to be associated with.

He was lacking communication with the team, which causes this happened and the result was force other team member to a worse situation, we needed to redo his works from the start, which is unexpected.