FeelGood music event

**Process Report.**

PROJECT TEAM: FeelGood

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Members: Linh Bui (project leader), Liis Kivistik, Alexander Salvador, Alexandru Prodrom

Revision 1: Date: 14.06.2016

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# Preface

This document contains the group’s process report. It has for every week: the planned, performed and completed activities, the agreements, the problems and challenges, the solutions and decisions.

Moreover there will be an individual reflection for each member: what did we learn, why it is a good or bad project for you, what would you do better next project etc.

The agendas and minutes of this project will be delivered in 2 different folders with suggestive names.

The project plan will be delivered in a word document, separate from the process report.

A report of the interview with the client will be delivered in a separate word document.

The table with the overview of hours worked per group member will be at the end of the process report. It won’t be for every week but for each block.

# The weekly progress

## Week 1.

The beginning:

-presentation about PROP => PROP=developing a system for a social event

-gather the group of four people: Linh Bui, Liis Kivistik, Alexander Salvador and Alexandru Prodrom

-our tutor was going to be Mr. Bert van Gestel

## Week 2.

General decisions:

-chosen leader=Linh Bui

-our client was Mr. George (whom we would contact through Mr. Bert)

-next week meeting with the client

-deliverables for the first block of Prop: project plan, static website, guis of application, database and setup document (end of first block or beginning of the second one)

Problems:

-wishes of Mr. George? Dividing tasks? How to make a good project plan? How do we sell products at the event? How do we sell tickets? What equipment do we need?

## Week 3.

General decisions and problems:

-presenting the logo of our team

-before the meeting with the client we gathered some questions in order to know his vision of the event better

-identification method? Paying method? The limits of this project? How do we keep track of the data of the event?

-we were going to be in charge of the rules and restrictions of this event (they had to be on the website)

## Week 4.

Project plan:

-our first draft of the project plan and its presentation

-feedback from the tutor in order to make the final version good

Tasks:

-division of the tasks: Alexandru and Liis would do the website and Linh and Alexander would do the guis

-after these tasks are done, we would have discussed the database

## Week 5.

Solutions:

-analysing the identification methods we thought of

-we agreed and decided the best idea is to: send a code (barcode) through email to the future visitor, he was going to bring it to the event, at the entrance it would be scanned and if it’s in the organisation’s database then he would receive a random bracelet with a chip code (this was going to be the identification method), the bracelet would be scanned and then synced to the specific barcode.

Project plan:

-presentation of the improved project plan (second draft version)

-receiving feedback for the second version of the draft of the project plan

Tasks:

-tasks for the next weeks: finalize the project plan and start doing the website and the guis and database

## Week 6.

Solutions and decisions:

-paying method, not a problem, we don’t have to go into details with this

-at the shop, people would pay with the event account

-the event account would be linked to the bracelet and in order to pay the visitor would have its bracelet scanned

Website:

-hashtags in the website are not that important + the need of a footer

-registration, login, buying tickets and booking a camping spot need to have logic and be user friendly

-copyright not allowed, use our own pictures

Status application:

-status application need a total profit

-status application need to know how many items had been borrowed and sold, in total and per shop

Problems:

-research of selling tickets companies to be done

-research of paying options without bank to be done

## Week 7.

Solutions and decisions:

-the visitor is able to see the workshops online

- Setup document: should provide the information how everything works, like what has the team done, what has been decided by the group, what we would fix, etc.

Entrance application:

-the entrance application needs to check if the barcode exists or it’s wrong

The shop and pc doctor:

-the shop application shouldn’t allow the visitor to purchase something that is more than his balance

Problems:

-how do we connect the bracelet and the barcode so that we can have access to all information?

-how is the camping entrance application working?

## Week 8.

-exam week

-trying to finish the undone work from the first block

## Week 9.

Camping application:

-camping entrance need a user friendly GUI (coloured panels)

-there should be a class Visitor for all apps

-the bracelets have different colours: green bracelet means you have a camping spot and blue means you don’t

Project plan:

-the feedback of the final project plan is given by the tutor and we stick to this project plan

## Week 10.

Applications:

-the applications need to use events after a chip code is read, not buttons

-connect the applications with the database

-use more query to take information from database

-email is the primary key before the visitor enters the event, after that the bracelet is going to be

Shop and pc doctor:

-in the shop application, there should be a cancel button for an order

-deposit for every lent item and the time borrowed should be in the database

Tasks:

-division of applications: Liis Kivistik: entrance and leaving; Alexander Salvador: paypal, camping; Linh Bui: renting, shop; Alexandru Prodrom: status

## Week 11.

Setup document:

-feedback of the setup document

Database:

-the payment history is optional in the database

-fixing the relationships in the database

-the paypal application converts data from the log file to the database

-event table is useful for other events but is optional for now

Shop and pc doctor applications:

-the shop and rent applications need to be more user friendly

## Week 12.

Database:

-change varchar2 to varchar in order to be able to import it

Shop and pc doctor applications:

-use try catch in the shop/rent applications

-make the GUI bigger for shop and rent

Camping application:

-the scanning user method should be used more camping entrance

-red the person is not allowed in camping spot, green it is, if we check

Problem:

-information about the purchased items, in stock, price per hour for lent?

-items have dropdown or radio buttons?

## Week 13.

Database:

-tables for items in the shop/renting

Shop and pc doctor applications:

-improve the shop/rent applications

Entrance application:

-nice GUI for entrance app

Status application:

-make a visitor object for the status app

## Week 14.

Website:

-put the website on Athena

Status application:

-add exceptions, timer and use only one connection for the status application

Shop and pc doctor applications:

-shop rent should adjust the buttons in the application better

Problem:

-inside outside column in the database to check if a person is inside or outside?

## Week 15.

Website:

-website with sessions, “my account” and camping spot booking, buying tickets

Entrance application:

-entrance app with RFID and be aware of not scanning twice the same bracelet

Status application:

-status application with RFID, the information of lent items should have also the id

Shop and pc doctor application:

- connected to the database, refresh the total value, organised GUI

Process report:

-documents to do: process report in 2 parts- general information and individual overview of the project

Leaving application:

-leaving application fix the errors and put RFID

## Week 16.

Solutions and decisions:

-the barcode should be scanned from a device

-the balance should be update according to the log files

Website:

-generate barcode with php code

Database

-the lent items need unique id

# Deliverables:

Alongside all paperwork such as reports and documents, the main deliverables precisely are:

• An identification method.

• A website.

• A database.

• An application to be used at the entrance of the event.

• An application to be used at the entrance of the camping.

• An application to be used at the shops.

• An application to be used at the stand, where you can loan materials.

• An application to be used when a visitor leaves the event.

• An application for the organization to inspect the status of the event.

• An application to convert the information in the paypal-text-file to the database.

Additional deliverables are:

• Setup-document

• Process report

• Project plan

• Agenda’s and minutes of every meeting

• Presentation

//If they work or not

# Linh Bui

This is basically my experience throughout the time we had spent for ProP:

Generally, this project has taught me pretty much about how to work with a big project. At first I thought that this would be a tough challenge for me and my colleagues, but eventually I realized that this wasn’t that bad.

One of the most essential thing I got while working on ProP was how we work as a team. To be honest, I am the one who prefers working on my own, therefore I can manage everything easily. But I realized that everything is not going to work perfectly if I don’t share the works with my partners. Maybe we might have some differences in our thoughts, but in the end we can manage to cooperate easily.

The second thing would be about how to be a project leader. According to the previous part, I have indicated that I always prefer working on my own, therefore at the beginning of the project, to be more specific, with the project plan, I put a whole night just to make it myself. However, I realized that it would never be good if there is no contribution from the other members. Then I can truly understand how a leader should be: He is the one who can manage to control the general stuff from the group; who knows what are the strength/weakness of other members so he can divided the work efficiently; the one who is responsible for all problems if they occurs,… And I guess I hadn't been a good leader for my team throughout this project.

I believe that this project has brought a fascinating experience for me, like teaching me how to communicate with my teammates, how to write code with a better way than my old style (of course the basic skills which related to programming were also be taught by the teachers during the normal class).

I’m looking forward to work with other projects so I can get more experience about this (and if I have a chance, I want to work with my team again, they have done really great)

# Liis Kivistik

Here are my thoughts about ProP.

During this project I realised that it teached me more than other classes. Although learning theory and doing practicum in other classes gave the base to the knowledge we currently have, ProP requires more thinking and brainstorming on your own, since it is not just doing step by step what you are told to do. If I didn’t know how to proceed and was stuck with some part, it made me to search answers on my own with for example google, not just checking theory slides. But since the project was based on what we have been taught, it wasn’t too challening and stressing.

When it comes to groupwork, I realised that it can be really hard or really easy and it all depends on who are you with, how well you know them and how different is their mindset from yours. It is important to develope a good communication skill to result in a good-working product. Communication is necessary to put all teammembers on the same track and reaching for the same goal, teamwork will get you further than individual work afterall.

I also realised that in a team, honesty and trust is important. Teammates have to trust you with the tasks you have been given. Or if you feel you are not right for the task or you are having problems, it is good to let others know in order to find a solution. I learned it by struggling with PHP alone myself, and afterwards thinking that I should have given up on it earlier, so that someone else, who’s good in it, could have done it faster and with ease. This is why it is also important that everyone knows how everyone is doing, it’s easier to help that way, it’s still teamwork not individual struggle.

My thoughts about project plan are that it is really helpful to hang on to the phasing that has been planned, but in order to make the phasing as accurate with real life as possible, experience is required. Thats is why in my opinion our current phasing was not that useful and accurate in the second block.

Also it is important to put priorities right – concentrate more on important things. Some documents etc need less attention and time.

And additionally I can say that I have never thought how a system for an event works, but now I am starting to get some ideas of it.

# Alexander Salvador

The following is an individual reflection on what I have learned from the ProP.

In general I learned how to better communicate in groups and ad­­­mit when there is a problem. Additionally, the importance of working in parallel to ensure everyone is on the same track was shown. There were some unexpected challenges that had to be dealt with. Thankfully, in the end they were resolved in time and I am happy that my group was able to do so.

Specifically, I learned more about GUI design for apps, and to only display what is useful to the user. Additionally, I came out understanding more details about registering and logging in to a website. This was also related to database design where the input query in the website’s PHP or the database itself had to be changed to allow for more possibilities and compatibility. This goes back to working in parallel so that there are no conflicts with another person’s work when changing the database. I learned more about pulling information from a database and displaying it all over a website in different ways.

I feel that the project was a good one, and I came out with more knowledge and an appreciation for subjects I didn’t consider too highly before. For the next project I would come out sooner with problems to hopefully get them resolved quicker.

# Alexandru Prodrom

This is my personal reflection regarding the Prop project. To be honest I didn’t expect to be that long.

Prop was a well-known project for the first year students so I knew about its existence before it actually began. The guys from the second year presented it as a very important project and this got me really excited. I knew I didn’t do major projects in the past and concentrate a lot on the teamwork. This project was my first big “thing” in a team so I was a bit nervous and scared. But time went amazingly fast and the finish line is really close now. During this time I learnt a lot of new things.

Before I was more individual and never know why teamwork is important or why should I share a task when I am good enough to do everything. Well now I realise that I was completely wrong, teamwork and communication is really important, I am not good enough to do everything and much more.

Some important and general things I realised during this project:

-communication between the teammates is one of the most essential things. Sharing your work, asking for advice and feedback, working together and discussing different opinions helps a lot and should be primordial. Tasks are of course divided but that doesn’t mean people are.

-the leader. Very often people mix up the tasks of a leader thinking that he has to do all the work and he is the main worker. No, he should organise everything good so that there is a balance between everybody. He should make his own team feel secure by being good at communicating and thinking rationally. He should also divide the tasks according to each person’s speciality. And in the end, he has to be a pleasant and sincere guy with his teammates and represent the team as good as possible.

-sometimes is better to have some challenges. It might be better for your growth to do something new, not the stuff you are really good at. If it’s too challenging you can talk with the other teammates that are better or with the leader in order to change the task.

-documents have to be clear and sincere. Every word matters and every sentence has hidden meanings. Contracts, reports and other paperwork should be carefully made. Documents have to be easily read and understandable from the first.

-the schedule and the phasing should be realistic and properly made. It is really easy to postpone and go on your own way without paying attention to the schedule.

-this kind of event systems are really interesting. To see how everything connects in order to create such a big thing is fascinating. Every small part matters in its own way.

-it should be fun and exciting. The more pleasant it is, the better the outcome will be. If you believe in what you are creating and you do it with dedication, the final product is going to be amazing. And all in all, it’s for your own development and it’s nice to know and work with other people.

These things are some general stuff I noticed. More personal, I realised I like programming a lot and it allows me a flexible time but in the same time I would like to explore more the “web world” and the leader position. I miss these things and I like challenges☺.

To sum up, this project taught me a lot regarding teamwork and ICT and even more regarding my personal development. I am looking forward to the next one.

# Table with division of the tasks and worked hours:

## Block 1:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Linh Bui | Liis Kivistik | Alex Salvador | Alex Prodrom |
| Project plan | First version | Third version  45 minutes | Final overview  45 minutes | Second version  1 hour |
| Database | Draft version | Draft and final version  2 hours |  | Draft version  1:30 hours |
| Static website |  | Html and Css  8 hours |  | Html  1 hour |
| Application GUIS | Entrance, Camping, Shop and Lending |  | Status, Paypal and Leaving  6 hours |  |
| Setup document |  |  |  | Draft version  3 hour |
| Agendas | All of them |  |  |  |
| Chairman | 3 times | 2 times | 1 time | 2 times |
| Minute taker | 2 times | 3 times | 2 times | 1 time |

## Block 2:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Task | Linh Bui | Liis Kivistik | Alex Salvador | Alex Prodrom |
| Database |  | Implementation  1 hour |  | Implementation  1 hour |
| Website |  | Html, Css, JavaScript and (Php)  10 hours | Php  60 hours |  |
| Entrance App |  | Whole  10 hours |  |  |
| Leaving App |  | Whole  10 hours |  |  |
| Shop App | Whole |  |  |  |
| Lending App | Whole |  |  |  |
| Status App |  |  |  | Whole  20 hours |
| Paypal App |  |  | Better GUI  4 hours | Code  10 hours |
| Camping App |  |  | Better GUI and code  5 hours | Code  15 hours |
| Process report | Own part  2 hours | Own part  2 hours | Own part  2 hours | First version  6 hours |
| Agendas | Almost all | 1 time |  | 1 time |
| Chairman | 2 times | 2 times |  | 2 times |
| Minute taker | 2 times | 3 times | 1 time |  |

Plus 17 hours because of each meeting every week.