Final Report for «Almaty Flowers»

Group EN3_A04

Team «Central Park»

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Version	Date	Author	Change
0.1	04/04/16	Central Park	Initial Document

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Time for reflection! The purpose of this document is to capture student experiences – both positive and negative – during the semester long team project. What are the key events that are to be remembered? What are the key lessons that you learnt that you can carry over to future projects. Think back starting from the time the teams were assigned, then project proposals were made, screenshots developed, requirements, architecture, prototypes, test plan, and finally the demo. What would you do different if you were assigned the same team and the same project again?

Each team member is to record his/her thoughts on a separate page. Thanks!

1. Team Member 1: Sandibekova Aizhana

1.1. WHAT WENT WRONG

At the beginning we planned the whole structor of project. And it was planned that, there will be accounts for users (buyers) and for sellers. But after, we realized that it will make hard using this application both for buyers and sellers. Because right after opening the application, application requires to login, if you are not registered, to register entering lots of information. It takes a lot of time and most of people wouldn't waste time for this. Then, we decided to change entire concept of project. Now this application represents products of only one flower company, and all other users as buyers can start searching flowers immediately after opening application and order flowers entering only few information. And seller, now, has own admin-application, where can do configurations, add new products. I think, it made use of this app way easier.

1.2. WHAT WENT RIGHT

We succeeded to make application that is easy to use for any audience, as young people and elders.

The positive side of making this project was that I felt myself as coder, designer, developer and manager in the same time, cause we were involved to different types of work during the making this application.

1.3. LESSONS LEARNT

I made thoughts that it is very important to define structor of project, design in details, database's type properly at beginning. Because then it takes a lot of time to change something when some part of project was already made.

2. Team Member 2: Suindikova Zhuldyz

2.1. WHAT WENT WRONG

We decided to make side main menu that includes list of flowers, list of flower companies and basket. But we understood that this method is not so comfortable to use, because that will take time, disturb and there is better way to do it. So, that's why, we replaced simple menu to bottom of page. Menu is simple, because it consists of only icons (favorites, purchases, menu(list of flowers), history and information). And all this icons right in front of you and ready to use. It makes this app compact, simple and easy to use. And there was some due problems.

2.2. WHAT WENT RIGHT

Thing that went right was about description. I thought a lot about how to replace descriptions of bouquets. That was not accurate to replace them right after photo of flower, because it looked messy, it take place so user had scroll a lot. That is why I made decision to do it in other way. Description will be shown when photo was pressed. So it looks neatly now.

2.3. LESSONS LEARNT

I think that, lessons I learnt are understanding importance of dividing work among team members properly, importance of getting along with each other and doing tasks on time.

3. Team Member 3: Tunbai Aidana

3.1. WHAT WENT WRONG

During the work we realized that it is not so perfect about ordering. Because when buyer orders some product, it used to send it to sellers account. I mean seller could get orders when he or she opens application or at least he or she is connected to the Internet to get message about new order. So I find best way to solve this problem, now, when buyer presses button «Send order» in the purchases there will appear pop-up dialog, and when buyer chooses «Send» option it immediately goes to messages with already typed information about order (ex: «Roses 101: 50000tg») and just pressing button «Send» application will send this message to the seller in ordinary way without Internet.

3.2. WHAT WENT RIGHT

Big plus of our application is that we made one more application for admin (seller). So Seller can easily do configuration, add new products and delete some products. And this changes will happen pretty fast. That is better and accurate than entering with account in the same app that buyers use.

3.3. LESSONS LEARNT

I learnt to work with team, to submit work on time, to organize tasks between team members. Also, I tried to do different work as coding, doing documentations in small amount of time.

4. Team Member 4: Taspolat Madina

4.1. WHAT WENT WRONG

We was looking for right database type for a long time. We wanted to buy hosting, but it costs very expensive. Then we found Parse database, but it was close and doesn't work. So we finally chose Firebase database. Because it works well and it is free. So we solved problem with database. Also at beginning we divided work not equally and not properly. That is why there was some problems with submission task on time. Sometimes, there was problems with motivation in the team and we tried to help each other more, listen each other more and motivate each other.

4.2. WHAT WENT RIGHT

Working with database and design was easy and fast. Also work with documentation was done successfully. Our relationships with customer (or client) is pretty nice and there is no misunderstandings and conflicts.

4.3. LESSONS LEARNT

I learnt using Firebase database and a lot of new information. Also I acquired skills of coding, designing and documentation. Because of team work, I became more accountable and responsible.