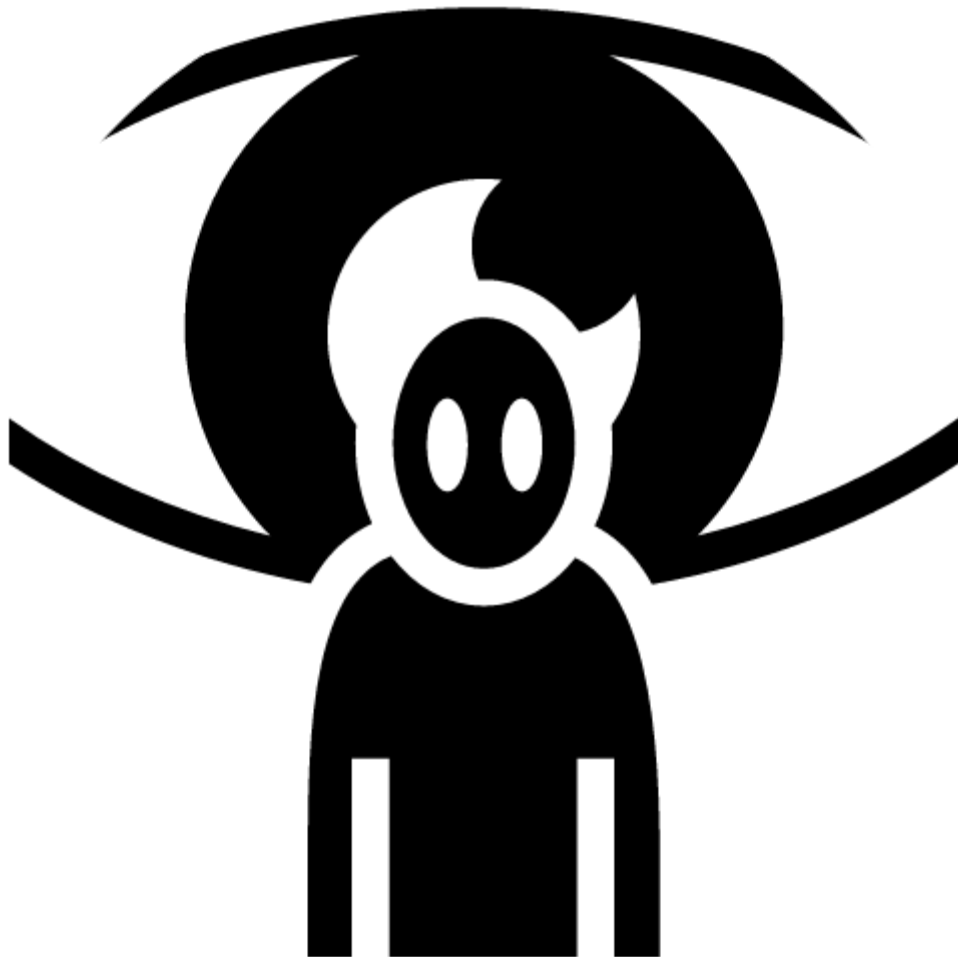# Evaluation Report

eyeRS Development Team - ITSP200 (Deliverable 5)

# Group and Customer Information

| Group number | 5 |
|---|---|
| Group name | eyeRS Development Team |
| Members: | **Student number:** M4DDK8SQ1<br>**Name:** Nathan<br>**Surname:** Shava |
| | **Student number:** XQ9X3WV31<br>**Name:** Matthew<br>**Surname:** Van der Bijl |
| | **Student number:** MB2015-0785<br>**Name:** Emilde<br>**Surname:** Arsenio |
| | **Student number:** Z46WWQH76<br>**Name:** Andrea<br>**Surname:** Cloete |
| | **Student number:** MB2015-0219<br>**Name:** Sajjaad<br>**Surname:** Ishmail |

| Customer | **Name:** Ndai Mapaso<br>**Company:** CTI Education Group<br>**Industry:** Information Technology |
|---|---|

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# 1.  Evaluation Report

## 1.1 Introduction

As the development of the eyeRS app has come to an end, we have constructed this evaluation report as a conclusion to the development process. The evaluation report will contain information on the the final system scope. The client outlined objectives and requirements for the app. The system specifications will be assessed to determine whether the client's requirements were met or not.

Stating the outcome of the project and whether the project was a success or failure and giving reasons for failure or successful outcomes. The report will contain an overall performance report for the team. There will be detailed descriptions of what worked and can be used in the future for improvement, and descriptions of what caused tension or failure that was experienced during the project by the team members. Knowledge can be gained from the good and bad experiences, and this could lead to growth, whether it is experienced by the team as a whole or specific individuals.

Time management will be discussed in the report to state whether the team managed the project schedule effectively. Whether or not the schedule was managed well, it should be explained so that there can be an improvement for future projects that are to be undertaken. Each member of the team will give a short description on the lessons learnt within the team after the formation at the beginning of the project lifecycle.

A short conclusion will be given to describe the group's performance.
The proposed eyeRS mobile application (eyeRS app) is designed to allow users to catalog their personal effects and beloved belongings while creating a platform to facilitate the trade of their items in the future.

## 1.2 Final System and Customer Requirements

The eyeRS mobile application consists of various inventories for the user's items. A user is able to upload these items onto the application via the built in camera or a local file source such as the gallery. The concept of a 'bid or buy' system is implemented for users who wish to trade any unwanted items with other people. All items that are selected for trading are available to those users who would have received the intents. Contact information is made available for interested parties. Personal inventories can be shared with other users via social media WhatsApp or by means such as Bluetooth connectivity.

Included in the system requirements is information users need to know about their software and hardware components in order to run the eyeRS app successfully. The eyeRS app will be a conventional app when it comes to requirements, in which users will need to have any device that runs an Android OS of JellyBean/better. There are many apps on the market, each one with its identifiers, look and functionality. eyeRS will help users organise their belongings (virtually) into categories, or to trade and share items by using a single app.

## 1.3 Group Dynamics and Collaboration

As we know group dynamics have to do with the group behaviour patterns and the attitude of the group. This concerns the interactions and forces between the members of the group. The information with regards to how the group was formed, the roles and structure of the group, and the functioning of the group is important in this regard to ensure success.

As a group we went through different stages. The first stage we went through was the formation of the group. This stage took place at the beginning of the year. This was the first time we met as a group. At this stage we had some ice breaker conversations to get to know each other as individuals as well as to get comfortable with each other. As it is normal for members to meet for the first time each of us acted independently, behaved at our best and focused on ourselves individually. After we got used to each other we started to set goals and tasks to achieve as a team.
As a new group there was a need to have the group leader provide us with standards required in order to ensure that each deliverable was met to the scope and quality of the client which was exercised throughout the entire project's lifecycle.

The second phase that we went through was the storming phase. This phase allowed us to grow by raising questions about the group and the goals of the group as it also allowed each of us to find our roles in the first step of the system development process. In this stage the group leader would intervene when disagreements arose on when goals and system specifications were presented. This improved our motivation and allowed us to become stronger leading us to work more effectively as a team.

The third phase went through is the norming phase. This stage commenced once all our issues were resolved which lead to greater trust and cooperation among team members. At this phase we became aware of the competition of other groups which then, as a result, made us realise that our common ideas and interests kept us working efficiently together. In this phase each individual took responsibility and had the ambition to work towards completing the project

After the norming stage we went through the performing stage. In this stage we successfully established roles which lead to us to accomplish synergy. At this point we are knowledgeable and comfortable allowing each team member to work atomically  to achieve the goals and handle decisions without having to depend on the guidance for every step.

## 1.4 Time Management

The overall time management of the project was handled well beyond satisfactory standards. Each deliverable was completed well in advance so as to avoid late submissions which could have compromised the project's success.

Tools including WhatsApp, for group communication purposes; Google Docs, for all word processing and documentation requirements; Google Drive, for sharing of resources and files; and Github, for version control and collaboration of the system development, enabled the team members to work efficiently around the clock from different locations to ensure that the tasks could be carried out and completed according to the required specifications.

An agile approach to the development and testing of the system would have helped the team members to carry out and complete the required tasks well in advance. As a result of utilizing the waterfall development approach, key tasks such as system testing and integration had to be carried out with a few team members as there was a need to allocate roles for other tasks, so as to ensure that the remaining project specifications would be met on time. This was also a result of minimal planning carried out for completing key tasks that required more time and the entire team's workforce.

## 1.5 Lessons Learnt

I have learned a lot from working in a group which consists of each member bringing to the team a different skill set. The biggest thing that I will be able to take away from the this project would be the knowledge I gained from learning to use the android studio application which I know to be valuable for my growth as a developer. I can use this knowledge to further build a good foundation. One area that could use a little more work would have to be communication. The communication was great at the start, up until a point during the course of the project. Where the communication would start slacking towards the end as the pressure built up. All in all it was a good experience due to a great team that have assisting in learning the new skills that had be learned in order to complete the project. - Sajjaad Ishmail

I discovered that in any task you come across, careful planning can be the deciding factor between success or failure if it is not carried out and observed well. Having different perspectives and opinions of other team members also showed me that a simple or dull idea could have a great outcome as each individual would have a different angle and approach to solving the same problem. Communication and motivation are also key ingredients in any group setting and if they weren't utilized effectively then surely the project would have been a failure from the very beginning. Time is also a rare and valuable commodity. Especially in a group setting where it is so easy to relax as one could have the perspective that other team members are managing the project schedule, however, it is everyone's responsibility to keep track of the remaining time to complete each task to ensure that each goal is completed on time. Above all, effective planning, group collaboration and improved development skills using various tools is definitely something I can take away from this experience. - Nathan Shava

From the start of the development of the eyeRS, I knew that there were going to face multiple obstacles to overcome. The most valuable lesson that I learnt from the obstacles that we encountered through the development process was time management. I learnt how important it is to stick to the time line that was laid out for the development of the system. Along with the time management skills that I gained I learned that groups can make better decisions than individual since I saw different perspectives, constructive deliberation, questioning, and critical analysis which resulted in better solutions and performance. This lead to me learning how to work with other students with different backgrounds and experience.  - Andrea Cloete

EyeRS project was a very good experience and helped me in different knowledge fields. Work with XML, enhance my knowledge in Java, and skills to work in a group. It was my first time to work with xml language, and I learned how to work with it and understand it a good part that helped me to contribute to the development of the app. I had previous knowledge on java. The project taught me about different areas of coding based on the app requirements. Working in a

group is not easy but the members in this group made this experience manageable and enjoyable. I also learn communication skills and time management within this group.

The overall learning experience was great and I did not only learn things mention above, but also dealing with the customers and changes in the process of the development of the eyeRS app. -Emilde Arsenio

From the start of project all group members were willing and eager to work. Throughout the development of the project all group member chip in where they could and did so to the best of their abilities. As we developed the project we needed to learn how to use new software, namely the Android SDK, and develop soft skills. Over the past eight months my understanding of the development of Android apps, and software in general, has grown immensely. I have a new profound appreciation for the amount of documentation and other work that needs to happen behind the scenes when developing a system as team. In conclusion, I feel that the development of the EyeRS app has ultimately been a success. Even if the system does not fulfil our expectations the lessons learned while developing the app are invaluable.
- Matthew Van der Bijl

## 1.6 Conclusion

Overall, the project was a success as the project deliverables were all completed on time.

The group chose to assign a strategic leader at the beginning of each deliverable, who would act as a 'scrum master', to ensure that the required tasks (for each deliverable) were communicated to other team members and carried out in an ordered manner, while taking into consideration the time and roles required by each member to complete the deliverable.

With regards to work input, the group performed well as each deliverable was completed to a standard that satisfied the client while surpassing their expectation.

With regards to time management, the group was above satisfactory for all deliverables which were submitted well before their respective deadlines.

The group displayed good communication skills, ensuring that each deliverables' scope and quality expected was well outlined and understood by each team member.
There was also constant encouragement and motivation which boosted the moral of the group as a whole when facing challenging tasks which drove team members to complete the tasks despite the odds.

With regards to the quality/scope of the work, the group produced a fully integrated and working app to the user's satisfaction which was a display of the exceptional work put in by each individual so as to ensure that the project was a success.