

# Zoo Bazaar

## Progress Report



**Date:** 19-06-2023

**Group:** Group 1 - Zoo Tycoon

**Version:** version 2.0

**Status:** Available for Client, open for all team members

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# Work Division:

## a. Herjuno Mauludy Wiemar Ridho:

### i. First Half semester

1. Project Plan
2. UML
3. Agendas
4. Minutes
5. Applying dummy data in database
6. Progress report
7. Logic Layer
8. Database Layer
9. Database Queries

### ii. Second Half Semester

1. Salary for employees
2. Hours Worked for employees
3. Fixed issues in animal management
4. Fixed issues in Human resources
5. Adding data in Database
6. Some Backend that relates to the tasks that I have mentioned above
7. Documentation
8. Pair Programming
9. Logic Layer
10. Database Layer
11. Database Queries

## b. Alec Sola Castermans:

### i. First Half semester

1. Project Plan
2. UML
3. Agendas
4. Minutes
5. Test plan
6. desktop app

### ii. Second Half Semester

1. Minutes
2. Agenda
3. Ticket Sales
4. Helped a bit in automatic scheduling

5. Helped a bit in the rest of the forms.
6. Data Layer
7. Logic Layer
8. Presentation layer
9. Pair programming

c. Alpay Demirci

i. First Half semester

1. UML class diagram
2. Database diagram
3. Project setup
4. Git setup
5. Made the database tables
6. Made the database relations in the database tables
7. Logic layer
8. Data layer
9. Connected database to the main program

ii. Second Half semester

1. UML class diagram
2. Website setup
3. Website design
4. Website functioning
5. Checkout process
6. General coding support throughout the group
7. Dividing tasks

d. Jarno Dijkmans

- i. First Half semester
  - 1. URS
  - 2. UML
  - 3. Wireframe
  - 4. Logic class library
  - 5. desktop app
  - 6. Powerpoint slides
  
- ii. Second Half semester
  - 1. Logic Layer
  - 2. Data Layer
  - 3. Display Layer
  - 4. Database queries
  - 5. Algorithm
  - 6. Pair programming
  - 7. Automatic scheduling
  - 8. Ticket sales

e. Nguyen Vu Ngo

- i. First Half semester
  - 1. UML
  - 2. URS
  - 3. Data layer
  - 4. Logic layer
  
- ii. Second Half semester
  - 1. Automatic Scheduling
  - 2. Logic Layer
  - 3. Database Layer
  - 4. Display Layer
  - 5. Database Queries
  - 6. Pair Programming

# Personal Reflection:

## 1. Herjuno Mauludy Wiemar Ridho:

Starting off the second half of the semester we had a good presentation in the first one that gained our trust with the teachers that we are more capable than what we presented in our early stages. If we have an issue, our teammates have our backs and are willing to help us out. Our chemistry in the team improved and we had better communication overall. Coding on behalf of Alec was a good experience I must say. We manage to solve our problems quicker and more efficiently. When disagreement appears, we manage to solve them with understanding and without any problems.

Personally, I've learned a lot from my group mates from the way they code and seeing their perspective of coding. I'm more confident with coding, due to practice and by just listening to my group mates opinions when we're discussing or brainstorming. I appreciate what we have become as a group and seeing how we progressed, it was a joyful experience to say the least and I would love to work with them again in the future.

## 2. Alec Sola Castermans:

Throughout this project there have been many phases for me.

On one side the excitement from the beginning because it's a new project with a new group and on the other side the stress and fear of thinking we wouldn't be able to surpass all the problems.

I'm proud of what I've done and what the group has done. Our drive for the project was very good I think, however we have to improve in some things, communication is where we suffered the most.

Moving this aside, I learnt a lot of things and I enjoyed working with the group and we definitely built a good relationship with each other.

## 3. Alpay Demirci:

Dear team,

Working with all of you on the ZooBazaar software and web application was a fantastic experience. I learned a lot, and our teamwork, communication, social bond, and programming skills improved significantly. It was a valuable and enjoyable journey.

Best regards,

Alpay

4. Jarno Dijkmans:

In the second half of the semester, I believe we worked very hard as a group. We grew together and developed a better understanding of everyone's capabilities. This insight improved the division of tasks and, consequently, our results improved significantly. Often, we paired up into teams of two and discussed potential solutions. This approach was effective for me, and I learned a lot from my team members. Overall, I am pleased with how the semester went. I gained a lot of knowledge, which, in the end, is what truly matters.

5. Nguyen Vu Ngo:

We have improved a lot during the second part of the semester. We were able to work better and more efficiently with effective communication and task divisions. Agile development methodology really helps us breakdown problems into smaller tasks and solve them as a team. My group mates are always responsible and helpful. Overall, I am very happy with the outcome of the project and it would not have been possible without everyone on the team.

## Reflection about applying AGILE/SCRUM Method:

Throughout the second half of the project, We placed ourselves in our client's shoes. We Imagined ourselves what the employees of our clients would feel like working on a daily basis. We then figured that the schedule maker cannot make a schedule manually for hundreds or thousands of employees on a daily basis, therefore we offered our client to make a system that automates the scheduling process, making it simpler and more efficient for the schedule maker.

We then discussed with our client about the ticketing system and web application for the customer and also agreed to make the website from the employee so that they can view their schedules from home.

We always start off by talking to our client, see what we agree and disagree on, and make decisions. After we discuss with our client, we discuss the task we are going to assign to each other. We then place all our tasks with our names in gitlab in 3 sections: BackLog, To do, and closed.

After the planning, each of us does our task. If any issues come around, then we message each other and try to support each other. We then come back together again on Wednesday to discuss what we have done overall, then plan what we will present to our client. The client then views our progress and gives us a response. Now from here, basically we do all the stuff that I have mentioned, and it's simply a loop where we always improvise. We do not decide a final plan from the start, like the waterfall. Because of this, we manage to get the best product that we can in our given time, efficiently. It may not be the best product overall, but it's the best product with the given time. Spaces to improve always occur of course, but it varies with the time we get. We all like the AGILE method because it splits our tasks into smaller tasks which makes things easier and again, improvise when needed to or when it's possible.