# BBM 487 – SOFTWARE ENGINEERING LABORATORY

# LIBRARY BOOK LOAN SYSTEM

## Change Management Report

**GROUP 10**

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## 1.Introduction

We knew that we had to make changes in the process as we started to do the project. So, at the first stage, we designed the project with a wider definition. We think more in detail in the processes that follow. We do not want to reduce the error rate because we do not have much experience in doing so. Nevertheless, there were still places we made changes, but we did not have to make too many changes.

## 2.Roles and Responsibilities

Role distribution was not easy at first. We can not be sure that if we knew what the duties did, we did not take such a responsibility in advance. Afterwards we made a distribution considering our previous experiences. Although we have been doing this for a while, things have been done in common. The work was done on the basis of the business department. Towards the end, Sefa and Hülya are more interested in the code part. Göksel worked on documenting and reporting more. The initial distribution of tasks was as follows:

1. Berat Göksel ATLI - Tester
2. Hülya Şermin KARAKAŞ - Project Manager
3. Sefa FERUZOĞLU- Designer and Developer

## 3.Changes

**3.1** Since we thought of doing web based application at first, we thought to use PHP. We did not use php to use Unity later. We needed to use Java or C #. We chose C # from two languages. Because when we looked at the source, there were more resources about C #. We chose C # in order to be able to overcome the difficulties encountered while programming.

**3.2** Another change is how we store data. We wanted to use an Oracle database at the beginning, but we had trouble connecting with Unity. After a while we use the text file to show our demos, but using the text file will give us a problem. After our last demo presentation, we struggled to get data from the database. We finally solved this problem using SQLite.