

Group Cooperation and Coordination

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1 Group Collaboration

1.1 Organizing the Project

WRITTEN BY JACOB How did you organize yourselves to fulfill the project?

- Roles (lose definitions)
- Fascilitator, notetaker, reviewer
- Fascilitator sets goals and creates a smooth collaboration where all members can work productively
- Notetaker keeps a log of daily accomplishments and future goals
- Reviewing has been done by an external member.
- Reuse group contract with, prior work to establish group values and expectations
- Democratic approach with veto

1.2 Division of Tasks

WRITTEN BY DENNIS How did you split the workload? Were individual team members assigned to be responsible for specific parts of the project?

Tasks have been iteratively delegated to members We have chosen tasks independent from time consumption Divide and conquer

- Workload has both joint and individual
- Initially split work in sections and components
- Subsections were individual
- Group work: split in subsections
- Iterative distribution, qualified guess, too big workload (Waterfall)
- Tasks divided in topics or code packages

RAD Example: split into sections of Introduction, Current System, Proposed System and graphical content (scenario, use case, object model, dynamic model)

Work load is based on the time spent for each task

Things that involve decisions on the future implementation of the program have been worked on in collaboration by all members (e.g. design goals)

NEED TABLE

RAD	Introduction	Current System	Proposed System	Scenarios	Use Cases
Dennis	10%	0%	20%	50%	15%
Jacob	0%	100%	20%	50%	15%
Thor	85%	0%	30%	0%	15%
William	5%	0%	30%	0%	55%

Figure 1: RAD Work Distribution

SDD	System Purpose	Design Goals	Subsystem Decomposition	Persistence
Dennis	0%	25%	5%	95%
Jacob	0%	25%	0%	0%
Thor	0%	25%	10%	5%
William	100%	25%	85%	0%

Figure 2: SDD Work Distribution

Code Skeleton	<u>UserManagement</u>	<u>ExportM</u>	<u>ProtocolM</u>	<u>StorageM</u>	<u>WebAPI</u>
Dennis	50%	5%	5%	5%	60%
Jacob	0%	0%	0%	0%	0%
Thor	20%	0%	60%	90%	0%
William	30%	95%	35%	5%	40%

Figure 3: Code Skeleton Work Distribution

1.3 Cooperation Tactics and Tools

WRITTEN BY THOR How did you coordinate yourselves? Which tools did you use for this purpose?

- Loose scrum to manage project and become familiar with it
- Work vs Social
- Established official meeting hours and contact periods. Done to avoid stressful environment by separating study related activities from social life.
- Office hours
- Communication (Facebook, Messenger, Facebook Group wall)
- Version Control (Git, Guidelines)
- Code conventions
- Trello (Planning)

General approach: started out with flexible meeting schedule and ended up with planned approach in Trello with a clear time schedule. Flexibility has been required due to other work.

1.4 Retrospect

WRITTEN BY WILLIAM Would you retrospectively change something?

- Stand up meetings
- Actual use of Trello
- Better planning in the start
- Working hours
- Improved communication to avoid missing important content in major documents.
- Common terminology and terms arranged from the start.
- More TA feedback
- Earlier questions about the application domain to avoid extensive workload and misunderstandings (e.g. part of application domain).
- Too fast to delegate. Avoided talking about the theory and establishing a common ground. Our approach has been a fail faster.

2 Individual Reflection