Asteroid Mining

Team name: Pied Pipers

Title: Summary

Supervisor:

Dr. Balla Katalin

Members:

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14. Summary

14.1 Experiences of the project

What did you learn from this project (concretely and generally)?

Working in a team was a fairly new experience for most of us, and it largely differed from independent work, and gave as an insight into how it is to work on projects in real life. We also learnt the importance of the development cycle, and realized that each step is crucial in order to deliver a good result, even if it seems less important at times.

If initializing a list based on our acknowledgement, we have learnt:

- Planning the project under the specification
- Organizing the team
- Implementing the diagrams based on specification
- How analysis model and designing model works
- Developing the project based on UML diagrams
- Testing the program or application
- Understanding the main cycles of RUP
- GitHub, Git Version Control
- Decision making

What was the most difficult, easiest thing to do?

One of the most challenging parts of the project was following the software development cycle. Sticking to the process and not just jumping to code was a little difficult but it all seemed worth it in the end, as it was crucial for our deep understanding. As a team of 6, with many different ideas and points of view, the process of decision-making was sometimes slightly slow. At times, it was challenging to work around everyone's schedules and take the set timings seriously, as we worked in a pretty relaxed, informal environment.

The few of the easiest things that we did during the project was making use case diagrams and following the methodology of identifying requirements. Even though it was a trivial process, it was very important to help us understand the game in a much better way which helped us not just save time but gave us the opportunity to think about the implementation instead of jumping to coding directly. The feedbacks given by Prof. Katalin were very detailed which was very helpful for understanding our mistakes and staying on track.

Were time and points conform to the tasks?

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Deadline time and points of each task were distributed well except on some occasions. We explained this in the next question.

If not, where do you think it caused difficulties?

As we experienced throughout the semester, the deadline for the several big tasks was really short, one week. We needed to schedule meetings at least 2-3 times a week, online and offline, to complete tasks perfectly, which sometimes influenced negatively on other courses' progress.

In terms of points, we think that if the point of the last assignment- Complete Program was higher, it would result in students handing out the last program more perfectly and working properly.

Have you got any suggestions to change something?

The course was designed well but there are some suggestions that we as a team will can be better:

If we were the ones designing the course we would:

- Be a little flexible with deadlines, as sometimes due to midterms and retakes it becomes difficult to finish the submissions.
- Having some of the descriptions and requirements stated clearly as we felt many times they were a little ambiguous which led us to make mistakes.
- Having examples from previous years' submissions were really helpful to understand
 what is needed, how long it should be, and what an ideal submission looks like. On the
 occasion when we were given these examples, this made us work very productively, and
 it would have been beneficial if we had access to something similar throughout the
 course.

What kind of tasks would you recommend to be a project like this?

We recommend projects like full-stack apps in Java which helps make a project not just for the course and our resume but also can be taken forward as a potential product or a business opportunity.

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14.2 Protocol

Start (date & time)	Duration (hours)	Performer(s) name	Activity description
19.05.2022	1 hour	All the team members	Divided questions between us and discussed each of the questions together so that everyone is on the same page.