



Media Bazaar Project Process Report

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Work Division

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Personal Reflections

Ivan Bakalov

During the Media Bazaar project, I was responsible for implementing the features. Working on this project allowed me to improve my problem-solving skills and gain a better understanding of the technical aspects of our system. I enjoyed collaborating with my teammates and learning from their expertise. Although there were challenges along the way, I believe the experience has made me a more effective and adaptable team player.

Pavel Angelov

As the designer of the Media Bazaar project, I had the opportunity to showcase my creativity and attention to detail. I worked closely with the team to ensure that the design was both visually appealing and functional. This project taught me the importance of effective communication and collaboration, as well as the need to be adaptable when faced with challenges. I am proud of the final product and believe that our team's hard work and dedication have paid off.

Mihai Balan

As the person responsible for the core architecture, I found the Media Bazaar project to be both challenging and rewarding. I was able to apply my knowledge of software engineering principles to create a solid foundation for the project. Collaborating with my teammates and receiving their input helped me refine my ideas and learn from their diverse perspectives. Overall, the experience has taught me the importance of communication and collaboration in a team environment.

Dimitar Atanasov

Working on the Media Bazaar project as a feature implementer was an excellent learning experience for me. I gained valuable insights into best practices for software development and learned how to work efficiently within a team. The project presented several challenges, but these obstacles ultimately allowed me to grow as a developer. I am grateful for the opportunity to work with my talented teammates and learn from their expertise.

Reflection about applying Waterfall

In our Media Bazaar project, we employed the Waterfall model, which is a sequential approach to software development. This model has its own set of strengths and weaknesses, which we discovered during the course of our project.

Strengths

1. Simplicity: The Waterfall model is easy to understand and implement, with clearly defined stages that flow linearly from one to another. This simplicity helped our team to stay organized and focused on each phase.
2. Documentation: The emphasis on comprehensive documentation at each stage of the project ensured that every team member was on the same page and had a clear understanding of the project requirements and design.
3. Easy to manage: The Waterfall model's structured approach allowed our team to plan, schedule, and allocate resources efficiently. This led to better project management and a clear understanding of the project timeline.
4. Ideal for small projects: Our Media Bazaar project had a relatively small scope, and the Waterfall model proved to be an appropriate choice for managing this type of project.

Weaknesses

1. Rigidity: The linear nature of the Waterfall model made it difficult to accommodate changes in the project requirements or design. Any change that occurred late in the development process required significant rework and negatively impacted the project schedule.
2. Limited customer involvement: The Waterfall model does not emphasize customer feedback until the final stages of the project, which can lead to misunderstandings and misalignment between the team and customer expectations.
3. Difficult to identify issues early: Since the testing phase occurs late in the development process, it can be challenging to detect and fix issues early on, leading to potential delays and increased project costs.
4. Not suitable for complex projects: For larger or more complex projects, the Waterfall model may not be the best choice, as it does not accommodate the iterative and flexible approach that is often necessary for such projects.

In conclusion, while the Waterfall model proved to be effective for our Media Bazaar project, we recognize its limitations and the importance of carefully considering the most appropriate software development methodology for future projects.