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## Team Name

**Brisbane IT Crowd**

## Team Profile

Team Profile Summary and Analysis

The results from the three personality tests completed by each member of the team indicates that while there are several similarities, there are also comparative differences. The common personality traits that each person has, shows that there is a solid foundation of a task focused, analytical and collaborative work ethic that will prove very useful for this assignment as well as any future assignments that this same group works on together.

While there are several introverted personalities, the contrasting extraverted tendencies of others in the group will provide a good balance of leadership and group dynamic.

Everyone shows an openness and a level of agreeableness that will encourage a positive, supportive and level of inclusion for all team members. Overall, and based on the test results, the team should achieve a good working environment, during both face to face meetings, as well as remote, virtual meetings, that will focus on productive, task-oriented outcomes.

Maintaining this personality momentum will most likely be the only challenge as the course progresses and the workloads increase. However, after the initial face to face meeting held last Saturday, there are very positive indications that each team member will be able to contribute thoroughly while at the same time providing a supportive environment for any team member that requires assistance.

## Personal Information

**Darren Bonelli**

Name: Darren Bonelli > [Profile](https://darrenb84.github.io/MyWebsite/)

Student number: s3793513

Darren is an avid gardener and pet owner with an interest in sampling craft beer and whiskey. This pairs nicely with Darren’s favourite leisure interests in food and being engrossed by Netflix entertainment.

Darren’s interest in IT stems from early childhood where anything electronic held an unending fascination, which only increased over time and led to an ongoing career in IT.

Starting with gaining access to computers and the internet in libraries, internet cafes and friends places, Darren transformed this into career opportunities in ICT.

**Charlon Cachuela**

Name: Charlon Cachuela > [Profile](https://s3793506.github.io/charlon/)

Student number: s3793506

Charlon imigrated to Australia in the late 1980’s from the Philippines, becoming an Australian citizen in early 1990. Speaking two languages fluently, English and Tagalog and working on two others, Italian and Spanish, Charlon has a strong interest for mentoring and counselling, and hopes to combine this with technology to improve patient care in medical institutions.

The introduction to IT in high school has transitioned into a long and fulfilling career in IT that continues to provide opportunity and challenges for Charlon.

Charlon has been working in ICT for over 20 years and this level of experience will invaluable to the team.

**Andrew Gartner**

Name: Andrew Gartner > [Profile](https://s3526562.github.io/cpt110/assignment-01/index.html)

Student number: s3526562

Andrew has lived in and around South East Queensland for the most part, currently residing just south of Brisbane. As a family, the focus is on horses and all things related to living with them. Andrew also swims to keep fit and plays badminton on occasion as well.

Andrew’s interest in IT came from the introduction of computers into engineering drawing offices in the late 1980’s. Since then, computers and technology have played a major part in Andrew’s career since changing from the drafting industry to the technology industry.

Much like some of the others in the group, Andrew has been working in technology related roles for various organisations for many years.

**Paul Harman**

Name: Paul Harman > [Profile](https://ahzrael.github.io/RMIT-IntotoIT-A1/)

Student number: s3789959

Paul has been immersed in technology for many years, having started using computers during his school years. Even after taking a break from technology soon after leaving school, Paul has since been drawn back to the technology industry.

Paul, like Charlon, speaks another language, being Japanese and is making progress with Cantonese. Living with two dogs, Koko and Spot, in Central Queensland, takes up Paul’s time when not working on his own personal data centre located in his house.

Paul is an advocate for positive and constructive attitudes towards mental illness and other conditions affecting the brain, placing a focus of the importance of acceptance for those of us who are outside societies norms.

**Lee May**

Name: Lee May > [Profile](https://lee111may.github.io/gh-pages/)

Student number: s3770851

Lee is originally from New Zealand and has a passion for motorcycles, golf, and an artistic interest in sketching and airbrushing.

Lee’s interest in IT originated from performing upgrades, repairs and assisting friends and family with their computing problems. This has expanded from an unplanned exposure to programming through a work colleague.

Since then, the ability to create software to provide solutions for business outcomes, as well as personal interest, has led to Lee seeking further knowledge in software development, turning this interest into career aspirations.

## Group Processes

Brisbane IT Crowd Our group began with six team members:

-Andrew Gartner

-Lee May

-Charlon Cachuela

-Darren Bonelli

-Nick Knight

-Paul Harman

What began as a whole team was short lived as Nick Knight had given notice to leave the group and embark on a brand-new adventure.

Brisbane IT Crowd also pursued a team member who remained uncontactable, however, with great determination we were able to remain in contact for the rest of the first semester.

As a group, we trudged on with our tasks to ensure that our assignment was submitted on time. We delegated according to our strengths, worked on our weaknesses to ensure our vision was focused towards completing a marketable high score.

To complete Assignment 2 and to receive a remarkable grade of 96/100 was a huge celebratory reprieve. Our group worked solidly to complete the tasks, communicated through Microsoft Teams, scheduled to meet at the Brisbane City Square Library every Saturday morning to guarantee that we were on the path to finishing what we had started. We leaned on one another for support and we became a great team.

With Assignment 3, the changes we had implemented was to catch up mid-week, for 30 minutes, to collaborate on any updates we had with each other on the tasks that we were given. We used Microsoft Teams to schedule our meeting and we joined forces by tallying up on what we had accomplished, what is outstanding and if there were any obstacles that anyone in the team has encountered. This resulted in an effective way to communicate, to simply express what issues we had and to find resolutions along the way.

* *Communication changes to include online collaboration at least once per week*
* *This is in addition to weekly face to face meetings*

## Career Plans

The groups ideal jobs while all being in Information Technology are very diverse across branch types. Some roles between group members are similar such as Lee May and Andrew Gartner aiming to establish themselves as a Software Engineer and Mobile Application Developer respectively. These two roles while although on the broader level are different there are similarities here as they both share skillsets such as the requirement to code and debug development issues as they arise. Paul Harman’s goal is to find a future role in the Cyber Security field which is the most different from all those among the group with skill focuses on encryption and security while sharing IT fundamentals with the others requiring System Administration and problem-solving skills.

After working through assignment one and two Darren Bonelli has had a change of thought and has had a self-realisation that although becoming a Senior Technical Developer would be the ultimate ideal job in the distant future there may be a more realistic ideal position to land first as a goal to build from there. Darren has changed his ideal role to a Principal Technology Officer which aligns his ideal job very closely to that of Charlon Cachuela’s ideal job of Senior Technology Officer. Both roles require management, leadership, system administration, project management, systems architect and customer service skills. The one skill set that is constant across all the groups ideal roles is problem solving which is unsurprising as this is a core skillset of just about any Information Technology position.

## Tools

The team GitHub repository has been a good introduction to working collaboratively on shared source code and data. The ability to work on separate parts of the team's website without affecting other parts that others were working on helped in reducing any rework or lost work.

The updates to the data files were clearly visible to each contributor in the form of commit comments and history.

This ensured that each team member was able to review any proposed changes in the form of pull requests before the changes were applied to the main data files.

The team elected to break each of the sub parts of the web site, being Personal Information, Team Profile and Ideal Jobs, into git branches and then work on each branch separately.

Updates were committed by team members, reviewed by others through commit comments and finally merged to the master branch through the pull requests mechanism.

The ability to track and review this audit trail of changes was beneficial to each person as it allowed reflection of what had been done and why.

One of the challenges the group faced at the start of the assignment was becoming familiar with Git and how it works.

Proving that the team works well together, this was quickly overcome through shared knowledge of some team members to other team members early on, so that as the assignment progressed, use of Git and GitHub would not prove to be a hindrance.

Repository:

<https://github.com/BrisbaneITCrowd/CPT110-A3>

Website:

<https://brisbaneitcrowd.github.io/CPT110-A3/>

## Project Description

## Overview

Our team has chosen to create an application that will assist in the prevention of food waste. We see a market for managing food waste responsibly and educating people at the same time about how much they are contributing to food waste.

One aspect will be by targeting selective audiences to begin with. Research suggests that young people (18 – 24), people earning over $100,000 per annum and families with children are among the top wasters of food. With this in mind, and the fact that young people are far more environmentally conscious than ever before we believe that we should be able to make an impact in the reduction of waste each year.

Motivation

**What are your motivations for your project?**

We believe that all people on this planet deserve to be fed, we believe that it isn’t sustainable to continue this trend by blindly discarding huge amounts of food every year.

With 925 million people starving around the world, and the rest of the world throwing away 1.3 billion tonnes of food (which can feed 3 billion people) it is a simple mathematical equation that needs to be addressed. – This is our motivation

**Why is this project important or interesting?**

This project is important because there is a humanitarian factor involved. This project will potentially benefit millions of people worldwide. By engineering an I.T solution to a worldwide problem, what better way is there to reach and educate millions of people?

It could be picked up by humanitarian organisations and governments from all over the planet. It is interesting because food waste is a measurable fact. We can see whether the application is making a difference and perhaps even share those statistics on the application itself so people can see they are making a difference.

It could be a worldwide challenge and people would be genuinely interested to see the food waste number reducing, knowing that they have contributed would only inspire them to continue.

**How does it fit in with current IT trends?**

This fits in with current trends because it is an accessible phone application. Teenagers and young generations (as we know) are virtually glued to their devices already. They are much more aware of the planet and genuinely want a better future for themselves and their children.

Much like UBER made an impression on the taxi industry and changed the industry forever, or the same as internet banking has changed the way we do things now, this application can change the way we buy food, plan meals and even down to how we shop.

What would it show to a future employer if you were able to work on this project? At least one paragraph is expected.

We think it would show the employer that we are compassionate, that we care about solving real world problems through the use of I.T and it would also show that we are creative thinkers.

Through the use of tools such as GitHub and Microsoft Teams, it would also show a future employer that we can operate in a team environment, research accordingly and have the drive and passion to achieve what we set out to do.

**Landscape What similar systems or products are available?**

There are many apps available to assist in the reduction of food waste such as:

* FoodCloud (Ireland and the UK)
* Cheetah (West Africa)
* NoFoodWasted (The Netherlands)
* 11th Hour (Singapore)

<https://www.theguardian.com/sustainable-business/2017/feb/06/food-waste-apps-global-technology-leftovers-landfill>

While these apps are all useful in preventing food from reaching landfill they all differ in their approach. For example, The 11th Hour alerts users when a restaurant is closing within an hour and lists discounted food that the restaurant has not sold.

While Cheetah, identifies the quickest routes drivers can take to get their produce to market. Poor refrigeration and poor roads lead to traffic chaos and causes food to spoil quickly.

**What competitors are there?**

As mentioned above, there are many applications and competitors available, but few are similar to what we have to offer. Most competitors are looking to donate, swap or sell last minute food items to customers.

**What points of difference are there about your project compared to what exist now?**

Our main points of difference are:

* We aim to educate people on how much food they actually require, not how much they think they need.
* Our app will generate recipes tailored for the correct BMI of users that utilise the app.
* Our app will have a food waste statistic that regularly updates to give users the knowledge they require to know that they are making a difference.

## Detailed Description

**Aim**

Our aim is to develop a meaningful application to assist in the reduction of Global Food Waste. The application will assist users in making informed decisions about their food consumption and how they can go from “guessing” how much food to buy or cook, to knowing an “accurate” amount of food to buy or cook.

**Goals**

*Come up with a name for the app*

* Foodalicious
* Mealalicious
* FoodSmart
* WasteNot
* FoodChain - “Will you link in?”

The name will be an important part of the applications success, if it isn’t informative and catchy then it won’t be recognised. The team will collaborate and brainstorm this idea together for maximum success.

*Identify an app builder that can be used to produce our app*

* Swift for IOS
* Android Studio
* MIT App Inventor

It will be a challenge for any of our team to create an application from pure coding at this stage, so an open source or online application development tool will be required. Finding the right tool will be key to enabling the application to function how it should.

*Design the application*

Much the same as the name, the design will also be key to ensuring the success of the application. Usability and the look of the application will need to be appealing to the user, so they are enticed to use it. The application features will need to be meaningful yet simple and easy to use.

*Establish a BMI calculator to average out male and female users*

Finding the right balance of an average BMI for all users will be essential to getting the right information to the user. The BMI average will be the baseline for calculating how much food the user should buy or cook. This will then be further calculated dependent on how many people have been selected to cook for (or buy food for) by the user.

*Find an open source recipe database based on portion control that can be implemented into the app.*

The application will have a recipe selection area for the user, this will be sorted by Genre of origin. E.G Indian, Thai, Italian, Mexican, Greek, Australian etc. This will be a value-add feature for the user in case they want variety or to impress their dinner guests!)

*Find a reliable site that produces updated information on food waste so this information can be pushed to app users via push notifications.*

Push notifications will keep the user thinking that by using the application, they are contributing to the issue of food waste. With a reliable source that updates data regularly, we can introduce this feature to inform the user of new ideas to prevent food waste or simply statistics from around the globe that informs the user how each country compares.

## Plans and Progress

Our project is to ensure that food waste is eradicated to a minimum. Food waste is a huge problem in our society and the trend is continuous. In 2017, there are approximately 7.53 billion people in the world. With 925 million starving people in the world, it is reported that 1.3 billion tonnes of food wasted. The amount of food waste can feed those who are starving. The project was initiated to be able to bind the idea into reality.

Firstly, educating people is the first step. By educating people, we will encourage them to minimise food waste. We are encouraging people to plan their meals, to use our application to monitor their planning stages; meal plan, preparation, cooking and discarding any food wastage. As food waste is a fact, the project is to ensure that we are making a difference today and for the future.

Worldwide, it will benefit those who are challenged to make a difference. This idea could potentially save people money, save the environment from minimising greenhouse gas emissions, and stay aware of the future developments of the food industry. Our project could potentially assist the retail, hospitality and all combined commercial industries that are honed into the food market. Small businesses will find the potential in our application to give them the chance to redirect their losses as gains, enabling them to upmarket their needs to accommodate potential customers who have followed the trend of minimising food wastage.

The initial process was to research our ideas into action. To be able to recreate how much food waste there was in our homes, to try and reconfigure the way we behave individually, to plan and manage our shopping behaviours and take the steps to minimise food waste. To place ourselves in this situation in our everyday lives became known that we aren’t even aware that we were discarding food, turning a blind eye on food loss and uneaten food. At the end of the week, we counted that we have lost an incredible amount of food. In return, we have also spent money on food that we ended up throwing away.

The application was implemented after a significant amount of research. Research included how much food was wasted in a one-week period. We surveyed residents in an apartment building, speaking with hospitality individuals at cafes, restaurants and people from all walks of life. We interviewed our colleagues at work, possessed the courage to interview hospitals from regions across Queensland to be able to get our data collected in a required timeframe.

The data we collected to enable us to draft our marketing campaign. Our marketing campaign was to educate people on food waste, which was welcomed with great excitement. It allowed us to then focus on the application itself; designing and drafting changes. This also opened us to begin critical data assessments, which meant that we were able to emphasise on building the correct application, with the correct features. We have considered that the application should inherit supermarket brands, nearest to the end user. We discussed that people are choosing convenience, prioritising their time with minimal effort regarding their meals. We have considered people that order online, those who prefer online deliveries and those who eat at restaurants and cafes. We researched people’s eating behaviours, and these are critical to our research which assisted us in the implementation of our product.

Implementation of the application was one of the hardest tasks we have encountered. This meant that we had to set together the entire idea on paper, focusing on what were the important set of rules, policies and procedures we must follow to be able to implement the product. Some of our ideas became dead ends. For example, the idea that we could track a group of end users together lead to more research and scientifically reconfiguring the application. The software required to be reassembled and redesigned if this was the case, which lead to more time required. We made the decision that group tracking was not necessary, as our idea was to turn a simple idea into a simple application which was user-friendly. This was the decision we agreed on and this was implemented as part of our project. We created process maps that entailed the design of the software and the build of the application.

The process maps were detailed to encompass what necessary tools and technology we require. Process maps are also detailed paperwork that will play a major part in our work instructions. As well as the implementation plan, we have created a business case for assessment which has given us an understanding of our business project. This prepared us to find any opportunities, benefits and potential issues during the implementation process. Business case for assessment was a great awareness that brought us any risks that we may have encountered, any impact of the processes that we have implemented and the costs of the project in an overview point, which streamed to data management to ensure that end users are able to access the application safely and securely. The administrative process to safely secure data was the responsibility that we have taken with extreme seriousness. It disciplined our team to manage data effectively.

As the project headed towards Go-Live, we intentionally continued with our research. Research has been an important task in our project and we are determined to keep researching beyond Go-Live, but perhaps while we were building the software, our continuous research assisted us in attaining a better understanding of what our end users truly needed to minimise food waste. We interviewed individuals from across the seas to appreciate their attitude and behaviours in their homes, how they have managed loss of food, discarding any left overs and their responsibilities towards food waste. Our research lead to training needs analysis, which we have reviewed to develop a brand-new timeline in our project. Our reflection to training needs analysis was to identify the human behaviours, to calibrate our software and learn from any missing links from our application. The first stage of end-user training will eventuate from our reflection of training needs analysis, which will also assist us in creating our work instructions. Learning and development needs which we teamed up with our research gave us the correct data that we used to develop a better software.

After we implemented the stages of our project, our software was built. We were on track with Go-Live. We began testing the software with end users, instigating an application infrastructure to aid with the testing. The software build integrated the capabilities to enhance the user experience by calculating the amount of food a user can use to limit food waste. The application integrated easily with smart devices, allowing users to connect with multiple end users, to be able to share their experiences and ideas through our application.

Though the decision of gathering critical data to promote awareness within our team, we also decided to converse with other software developers as a way of an application walkthrough. This gave the team a chance to attain feedback, dissecting our ideas and implement a brand-new timeline which assisted us financially. We minimised errors by seeking feedback from end users, business owners and continued with our research. The application walkthrough was a great chance to show the world that we could potentially save the environment with our project which gained momentum.

In week ten, after a rigorous amount of implementation, analysis and research, we began testing the application for two weeks. This was a gigantic task. We wanted to break the software by testing it endlessly in different situations such as entering in the incorrect data. We tested with different end users in different age brackets. From our research, we invited users who in different age brackets, to help us understand the potential of our application. Testing empowered the team to create more ideas, find solutions and begin to gather data to be able to create possible work instructions and different tiered service levels. We understood the capabilities of our software; we understood our end users and we understood how the application can change the way we can eliminate food waste.

Go-Live was the most critical stage of our project. This was the moment that could theoretically break or make our team. We have executed an idea into action, created an application that could solve an issue that has been staggering around the world. The project has had time to flourish with the amount of research, testing and assessments, however, Go-Live was truly the best time to understand if our product was going to work or not.

During Go-Live, we had the team gathered data and assessed the situation to be fully understand any potential issues. From the data that we have collected, we then created our work instructions, which is a detailed information for end users seeking to resolve any issues. Work instructions are subjected to change, whereas they are promoted on our website, which also included feedback on the product. Our website will give us detailed information on how much online traffic we will receive during Go-Live, so we can market it to the right end users. We can focus on those who are interested on our application, correspondingly work collectively with people who are not aware of our product.

Once again, to continue with growth within the business we have established, we introduced a business continuity plan. We must ensure that our processes are strong, resilience to pressures and recover from any issues that we may have encountered. Our continuity plan ensure that we remain safe and secure by monitoring our software. To reach this amount of awareness, our technical staff are monitoring any issues that are reported. By this process, we have also created a transition planning which is dedicated to achieving our goals for the future. Our project has been implemented to change the way people behave regarding discarded, uneaten, food waste. We now need to dedicate a process to be able to succeed in the future. This could be a new application that will take over the current project. However, as our product has been in the market for the third week, the last and final implementation stage is hyper care. This will ensure that our product will remain strong in the market, comparable and marketable. Hyper care will ensure that our product is stabilised in the hands of end users, post-deployment. To meet customers' needs, we must document all the feedback that we receive, issues that are reported and a telephone or online service that customers can contact for support. Customers are our priority and we must stay focused on marketing our product. Any risks, issues, negative feedback must be acted on with urgency. Hyper care is truly an important piece of the puzzle and treated with utmost care.

## Roles

**It is sometimes useful to define roles for likely participants, such as Lead Developer, or Technical Designer, or User Interface Designer. It is also possible that roles are changed from week to week, depending on what needs to be done next. Have you defined any specific roles for your project? If so, describe and justify these. If not, describe your process and justify why there are no specific roles.**

## Scope and Limits

The planned scope of the project is to provide nutritional information and portion control to those who wish to not waste food whilst maintaining a nutritious diet.

The project limitations are:

* We are not going to be able to cover all cuisines and cultures, however, there may be the option of splitting the App into regional “flavours”.
* The information provided by the app is a guideline and users are strongly advised to consult their GP if they have any concerns before the commencement of the program, as well as stop and consult their GP at the first sign of an adverse effect.
* The cultural and sociological imperative to consume, we are socially wired to consume and the eyes bigger than our belly syndrome is something we are all familiar with. we can only advise and hope our advice is followed.

## Tools and Technologies

Application Inventor

Development of the application will take place on a standard personal computer system using the Massachusetts Institute of Technology created Application Inventor 2.

Application Inventor 2 is a cloud-based app building tool that uses a simple drag and drop style interface to build XML applications and claims to be able to allow a beginner to build their first application within minutes. Despite the vaunted ease of use of Application Inventor only all the team are only just starting to delve into the tool, with Lee being the most advanced of us.

There are two ways that this sort of project can be achieved we could host on a cloud service such as Google Cloud Platform or on our own hardware.

A cloud solution;

An example of this is set up at <https://35.189.54.57>

Our own hardware.

Standard Mid-range PC with at least 1Ghz CPU, 1Gb of Ram 4Gb of Hard drive space for Operating system and a further 100Gb for Web site and Database.

Despite which platform we use the set up will be that of a LAMP server which stands for Linux, Apache, MySQL, PHP although there are other interpretations of this acronym.

Linux: Ubuntu Server 18.04.2 LTS.

I have chosen this OS one for familiarity and second it natively supports MySQL Workbench.

Apache: Apache httpd 2.4.39.

This is the most popular web hosting software there is, to the point that if you run a report on what platform many of the Microsoft servers are running on you will find Apache listed as opposed to Microsoft's own IIS, but this could also be to misinform hackers.

MySQL: MySQL 8.0 and MySQL Workbench.

MySQL is the most popular open source database platform there is. MySQL Workbench is a unified visual tool for database architects, developers, and DBAs. MySQL Workbench provides data modelling, SQL development, and comprehensive administration tools for server configuration, user administration and back up backup, in other words this makes administration easier.

PHP: PHP 7.1.29

PHP is a programming language designed for web development.

## Testing

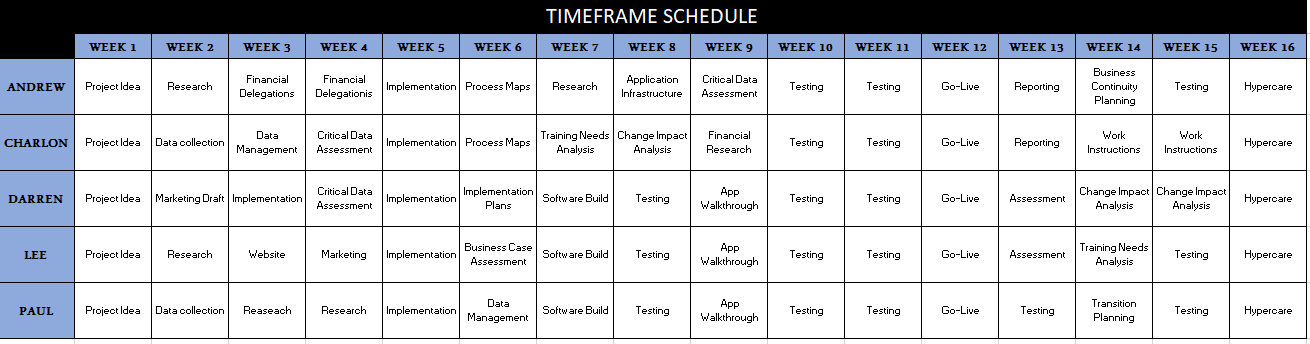
Early testing of the product will be with inhouse devices using the app that has been published for IOS and Android devices. Once the app is proven functional, we will seek focus groups to simulate real world customer use.  
  
The focus groups will be vetted to provide a diverse range of people covering over a broad scale of age, gender, body mass index and those with known food allergies or other dietary requirements. An ideal number of test users would be 100 as so each person would represent 1% of real-world users. The test groups would be divided into groups of 10 and staged around three days apart as so feedback and software issues can be implemented after each focus group. By the end of the focus group testing software bugs should be resolved, substitute ingredients for religious or allergy reasons will be identified and repeated focus group suggestions for improvement will be considered and implemented where possible.

At the end of each focus group session we will invite participants to provide feedback that would involve pre-determined questions on a five-point scale of agree to disagree. We will also invite users to provide free text feedback encouraging suggestions on what they liked and or disliked about the app and other improvement suggestions

With the information gathered from the test groups we will be able to determine if the app delivers its goal. We will have information that indicates if food wastage has been reduced, information that shows the app delivered healthy portion control to suit a user's personalised calorie intake. Further information that will be made available will be if the app was able to deliver the users accurate grocery list and if the synchronisation of grocery list to Coles and Woolworths purchasing online proved accurate and a positive for the end user.

## Timeframe

Schedule and timeframe take priority in any given project, which is why we will allocate the work hours to solidify the ground work and foundation to be able to plan and implement the stages of our project. Schedule and timeframe are also considered the base of how long it will effectively take to run the testing for our product; document work instructions for record keeping, management and training. These work instructions will also become the documents to further enhance the way we will move forward if we are taking the product to another level, such as creating another model to surpass the existing application. Testing will also become a priority in our schedule to ensure that our product remain the best there is in the current market.



## Risks

* *Not being able to identify an app builder that will be friendly enough to build what we want that will also cater for the teams' level of knowledge.*
* *Not being able to find a recipe database based on minimal ingredients or portion-controlled meals.*
* *Being held up on development therefore pushing the project plan out of date.*
* *Marketing the app without proper marketing resource.*

The biggest risk that we have identified is the limited timeframe. The implementation of the project was a starting point whereby we needed to lay the ground work for the project. This was effectively the foundation of the planning process. The idea of the project was to create an application to minimise food waste, in turn saving the environment and educating our audience. The Go-Live date has limitations which could perhaps deny identifying more testing, looping into implementing more ways to fix any issues that we may face. The application can also hinder tasks such as testing as we are focusing on selecting people to test the product before we roll out before Go-Live date. Documentation to properly develop our idea into motion is not an issue as we have already finalised the implementation of the project. Training staff on the product itself can also be a risk as we need to be able to understand what the application can do, work around the issues that may not be able to resolve in due time. By seeking skilled staff to support the project, it is also a necessity to be able to manual handle any important risks such as software issues. This can be managed in time by creating well documented work instructions and feedback from end users.

## Group Processes and Communications

**Communication between group members is arguably the most important aspect of your project. Previous experience has shown that communication breakdowns between group members is the most common cause of project failures, so it is vital that you specify at the outset the means and expected frequency of communication between group members. How will your group communicate? How often will meetings take place? Will these be face-to-face, or using technologies such as Skype? Or Facebook? Or email? Or text? What will you do if you have a group member who does not respond to communications? You should expect contact between group members at least twice a week. You can always make contact more often if you wish, but you do need to know what minimum frequency is expected from all members of your group. At least one paragraph is expected here.**

## Skills and Jobs

**The Role - SQL Database Developer**  
  
Reporting to the Team Manager, the Database Developer assists in the migration of application data to SQL and provides ongoing support to the developer. In this role, you'll be developing and unit testing code for improvements and fixing defects based on detailed specifications and testing. Responsibilities also include monitoring software configuration changes to anticipate and address the impact of data reliability and user happiness issues. Undertake code reviews as required and develop and deliver communications to key partners in a highly collaborative environment.

**SKILLS & EXPERIENCE REQUIRED FOR THE JOB**

· Strong development experience with SQL - SSIS, SSRS, SSAS

· Experience in coding T-SQL, JSON

· Experience using Excel for data analysis and SQL Server Data Tools

· Strong experience and knowledge of common design patterns, development frameworks & accelerators

· Experience in creating and deploying reports using SQL Server Reporting Services

· Experience in creating and deploying ETL services using SQL Server Integration Services

· Degree in Computer Science, IT, Engineering or related field.

· Outstanding experience of at least 6 years as an application developer.

· SQL Azure experience desired

· Experience working within Agile development teams.

**About you**

You have brilliant technical skills and consider yourself an authority on platforms and how they should be built. You also have the creative flair to deliver innovative solutions and the business insights to know what will work. You are highly collaborative and a true team colleague, and your exceptional communication skills let you convey complex ideas to a non-IT colleague.

**The Role - Researcher**

Reporting to the Team Manager you will be responsible for researching, understanding, and identifying current trends of food waste. You will organise, facilitate, and share findings that will influence decision making across all team members. You will participate in the product design process to inform the team and provide valuable insights while collaborating on deliverables. You will help build a lean research discipline that informs product design and collects useful information into a comprehensive research library and toolkit. You will bring together cross functional groups to crowd source research, and to empower others to run their own qualitative research.

**VALUES**

* Must have a keen interest in human factors and customer experience
* You have a passion for working within a team that is focussed on excellence
* You are hands-on and detailed in your observations and investigations
* You can challenge existing assumptions to achieve the best outcome in the product.
* You are collaborative and work with an open mind and heart
* You hold an honest belief that making life easier for our customers is really important
* You have formal training in human factors or a similar field that will underpin your understanding and research of customer behaviour.

**SKILLS & EXPERIENCE REQUIRED FOR THE JOB**

* Interview people and integrate new and existing information into a research library
* Organise, facilitate and participate in collaborative design sessions
* Work with management to facilitate information driven design decisions
* Advocate for the customer experience in all product design activities
* Collaborate with teams to realise the product vision
* Research and document the end-to-end journey for the project
* Research and collect information for all customer segments and industry sectors
* Craft a program of regular customer research and validation activities
* Share your customer experience knowledge with all team members
* Educate and train the team on your tools, technologies and work practices

**The Role - Developer**

Mobile Application Developer must be focused on making a real-world difference to evolution of controlling food waste.

Embracing change, continuous improvement, collaboration and writing good quality code are essential qualities that must be adhered to.

**VALUES**

* Must enjoy working together with others
* A keen advocate of software craftsmanship, Object Oriented principles, SOLID techniques and clean coding
* Interested in the front-end ecosystem and enjoy playing with different technologies
* Proactive and driven on continuous improvements - when you see something doesn't work you take action

**ACCOUNTABILITIES**

* Design, develop, test and deliver well engineered code for our application, collaborating with the team to ensure that our product is in line with our vision.
* Code review your team mates code (the database developer) to ensure that code is as clean, consistent and secure as possible
* Provide support when needed on any issues affecting our customers using our applications
* Promptly escalate issues that affect product delivery and quality

**SKILLS & EXPERIENCE REQUIRED FOR THE JOB**

* Proven experience in modern application (Android/iOS) development across both Android & iOS
* Kotlin/Java and/or Swift/Objective C
* Experience of modern front-end mobile JavaScript frameworks (eg Angular/Ionic, React Native)
* Appium and/or Calabash - An awareness of tools and approaches for gathering user insights from people who use your applications
* This is a great opportunity to join an organisation that genuinely changes our customers lives, providing education and humanitarian values.
* mobile application: 5 years (Preferred)

**The Role - Marketing**

The Digital Marketing Specialist creates, executes, and analyses marketing campaigns for lead generation, on-boarding and retention. This position champions the marketing automation platform and actively seeks ways to optimise performance to achieve strategic objectives.

**SKILLS & EXPERIENCE REQUIRED FOR THE JOB**

* Tier one marketing automation platform marketing use, e.g. Marketo, Salesforce.
* Campaign management in an ecommerce or fundraising environment.
* Creating email campaigns using HTML.
* Understanding and using digital marketing tactics and channels, and best practices to optimise performance for engagement and conversions.
* Attention to detail including analytical and reporting skills.
* Organisation skills with a track record of meeting tight deadlines.
* Ability to work in a flexible team-based environment.
* Sound knowledge anti-spam legislation and best practice email marketing standards.
* Diploma / Bachelor’s degree level or alternatively at least 5 years of work experience in marketing to substitute for the formal qualification.
* 3-5 years of previous marketing experience.
* Have a strong data analytical skill.
* Positive mindset.
* Have strong objection handling skills.
* Have high levels of self-motivation and personal drive to meet targets and manage time effectively.

Ideally you will have working knowledge of/experience with HTML, Flash, JavaScript, and CSS, as well as knowledge of marketing principles and best practice email marketing standards.

**KEY PURPOSE OF THE JOB**

* Support the technology team to achieve an optimal utilisation of the market, a high level of customer satisfaction and high yields for the project.
* The management of marketing activities for the application.
* Support in the planning and co-ordination of all marketing activities

**ACCOUNTABILITIES**

* Management of local marketing measures and internal communications.
* Producing and distributing core marketing reports where necessary.
* Co-ordination of marketing agencies, suppliers and contacts.
* The management and implementation of marketing campaigns, online and off-line campaigns, sales promotion measures and events.
* Analysing data regarding consumer patterns and preferences.
* Interpreting and predicting current and future consumer trends.
* Co-ordinating marketing planning processes with the technology team.
* Contact for the implementation of marketing systems and standards.
* Responsible for the update/management of advertising material.
* Co-ordinate digital strategy to include the update of digital assets/social media.
* Ensuring legal requirements connected with promotion campaigns are upheld.
* Ensuring reports on marketing measures are completed.

## Feedback

## Group Reflection

**Towards the end of the assignment period, you should reflect as a group on how well you think you have performed in this assignment. You should include whatever evidence you may have about the groups processes (such as commit trails from GitHub, or project meeting minutes). Each member of the group should contribute up to 200 words about their own perception of the group, and the group should contribute around 400 words. This should include the following attributes.**

**- What went well - What could be improved - At least one thing that was surprising - At least one thing that you have learned about groups - Remember to include in your section on Tools how well you think your GitHub log of activity reflects your group’s work on this assignment.**

Lee May

Reflection on the group.

What went well? It is hard to pinpoint any one particular thing that went well, as a group, everybody pulled together and got the job done. There was no reluctance from anybody to complete a task. The group met regularly, and communication was upheld extremely well. The mix of talent within the group was varied and assisted us overall with task completion.

What could have been improved? I’m not sure that we could have improved on anything additional, we learnt from our last assignment and we all discussed that we needed to communicate more regularly, to which we did. We also learned to share workload when any one team member was not looking like completion of an allocated task on time.

One surprising thing was, how we all got along and gelled together to achieve an outcome. The focus and commitment never faded, and the group remained united until project completion.

One thing that I have learned is to not be worried about the group performance, with the correct structure and agendas in place, anything can be achieved. So long as the group communicates and participates actively then there is nothing to worry about. This would be my message of encouragement to anybody who might be feeling apprehensive about doing group activities.

Charlon Cachuela

Reflection of the group.

Whilst we maintained a great team environment, boundless comradery and initiative to complete our tasks, we also ensured that we maintained a great deal to support each other. The team gathered on Saturday mornings at the Brisbane Square Library to mentor, share ideas, as well as working as a group to be able to complete our assignments. Not a great deal of negative aspects or factors to mention, however, we initialised a mid-week meeting at least half an hour to collaborate effectively, to harness each other’s timeline within our allocated tasks. This meant that we were able to help one other to accomplish what needed to be completed. We migrated each other’s strengths and deactivated our weaknesses. The team’s communication was effective, personally, this reached a determined outcome when we were projecting our ideas. We were vocal in our meetings, carefully selecting our input to guarantee great results. Surprisingly, after we had completed the tasks for *Assignment Two*, we were marching comfortably to meet the deadline for *Assignment Three, Four and Five.* I appreciated the fact that the group was always willing to reach out if there were any issues with our assignments. The feedback was continuously positive and that is one of the reasons why we remained a productive team.

Darren Bonelli

Reflection of the group.

What went well?  
 Group meet ups have gone very well. Everyone stuck to the commitment and contributed to a secondary mid-week conference call meeting. Status updates on everyone's tasks were frequent and completed on time.

What could be improved?  
 The team has worked well together, and it is difficult to find any suggestions of improvement. Perhaps one area of improvement could have been if individuals were struggling with their work load, they could ask for assistance for others to help.

One thing that was surprising?  
 One thing that surprised myself was that my video editing software and skills proved to be handy when compiling everybody’s individual works. For myself it was surprising that I was able to contribute to this bit with a lead role when in most instances I find myself to be a follower.

One thing I have learned about groups?  
 One thing that I have learned about groups is that working with a group to complete university assignments is very similar to working with a small IT team in the work force. Everybody has their own unique skills and experiences and by constantly chipping away and delivering tasks on time goals can be met with little stress and a sense of accomplishment.