05-Jun-2022

Process report

For MediaBazaar



Group 6   
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# Work division

## Waterfall Phase

***Week 1:***

1. Creation of project plan, worked on **by the whole team**

***Week 2:***

1. Project plan finalization, worked on **by the whole team**
2. Initial URS draft, worked on **by the whole team**

***Week 3:***

1. UML design, worked on **by the whole team**
2. ERD design, worked on **by the whole team**
3. Initial database implementation, worked on **by the whole team**
4. Log in feature, worked on **by the whole team**
5. Employee manager overview of employee list, worked on **by the whole team**

***Week 4:***

1. CRUD(Create Read Update Delete) of employees, **Kiril & Nikolay**
2. Manual work scheduling, **Tudor & Yordan**

***Week 5:***

1. Visual overhaul of app, **Yordan**
2. Test plan and binaries to peers, **Tudor & Nikolay & Kiril**

***Week 6:***

1. Create final presentation, worked on **by the whole team**
2. Present application to client, worked on **by the whole team**

## Agile Phase

### Sprint 1

The work division for this sprint is as follows:

1. Addition of MediaBazaar logo inside of the application - **Kiril**
2. Bugfixes – **Nikolay, Kiril**
3. First draft of website design - **Yordan**
4. Polishing of UI - **Yordan**
5. Certain Accounts can only see the buttons they can activate - **Nikolay**
6. Addition of a Clock in the application - **Nikolay**
7. CEO has a specific account - **Nikolay**
8. Certain departments cannot be deleted (e.g., Sales), as they are fundamental – **Nikolay**
9. Documentation - **Tudor**

### Sprint 2

The work division for sprint 2 is as follows:

1. Implementation of password hashing – **Nikolay**
2. Implementation of Website – **Yordan**
3. Addition of barcode scanner functionality – **Kiril**
4. Documentation handling – **Tudor**

### Sprint 3

The work division for sprint 3 is as follows:

1. Implementation of Automatic Scheduler – **Tudor, Yordan, Nikolay**
2. Implementation of Inventory Pictures – **Kiril, Nikolay**
3. Documentation – **Tudor**

### Sprint 4

The work division for sprint 4 is as follows:

1. Implementation of Sales Tracking – **Kiril**
2. Implementation Employee Tracking – **Nikolay, Yordan**
3. Implementation of Sales Tracking advanced filters – **Kiril**
4. Documentation – **Tudor**

# personal reflection

## Kiril Katsarski

I could say that working on this project has definitely expanded my knowledge and abilities, especially because its scale is fairly large compared to projects I’ve worked on in the past. I’ve certainly improved my GIT skills as well, which will undoubtedly be beneficial in my future career. Furthermore, I developed a deeper understanding for some OOP concepts, allowing me to do better in my other individual projects.

It has been a great pleasure working with the guys in Group 6 as we’ve managed to stay organized and split the work in a manner that everyone is happy with their part. I am looking forward to working with them in any future projects, as we have proven that we are a great team.

I can safely say that the final product we have greatly surpassed my expectations and I owe that solely to the impeccable team work and responsibility everyone has taken during the whole course of the project.

## Tudor-Ștefan Morar

As a member of Group 6, creating the final product for MediaBazaar has proven to be a challenging, but rewarding task. Thinking about the past few months, I can confidently say that I have grown as an aspiring developer due to both an interesting project and professional colleagues. Looking back, I cannot find a single reason to complain about anything regarding the workload nor the group in itself.

When thinking about the Group on a more personal level, I can also say that I have made good friends whitin the group, having more to talk about aside from the tasks assigned to each of us whitin the group work.

## Yordan Doykov

Working on the MediaBazaar project in group 6 has not been an easy task. Many mistakes were made and even more things have been learned in the process. Such a project, despite its small size, requires a lot of dedication and precision – something I only came to realize near the end. Even a small team of 4 people requires a lot of communication in order to develop the required software successfully. That’s why I feel like there is a drastic improvement in my skills to represent a team leader and communicate with my colleagues and teachers. What I also realized while working on this project is that teamwork is the key to everything. One can not simply do whatever they want. Everything has to be discussed and approved before any other steps can be taken.

Something else which has improved, of course, are my technical skills, since the technologies we used while developing the project were new to me and that meant learning everything required to make the end result possible.

Overall, I needed to give my best for this project, and it has definitely paid off. The end result has surpassed my expectations thanks to my teammates’ hard work and dedication, along with the friendships we made in the process.

## Nikolay Valchanov

It was a great pleasure, working on this project, surely there was a thougher parts of the process, but at the end when I look back, I think that we did a great job as a team. Everyone had their own things to do and it really felt like a real project.

I also learned a lot about designing the application and creating it that way, so it will be more readable, extendable and maintainable. The only complain that I have is that we was thrown into the project too early, we made mistakes when designed the application because lack of knowledge at the start, and then they followed us till the end, because if we decided to fix them, we would had to redo big part of the project, having in mind that we had synthesis assignment as well, that was not possible. On the other hand now we know exactly why the OOP and SOLID principals are important.

Overall I am happy how the things went and what I learned from all of this. Soft skills are also very important. I am glad that I worked with people like this and look forward working with them in futere projects.

# Reflection on the iterative process

In the group’s view, the iterative process is a great way of developing an application, allowing for flexibility and the opportunity for a change of heart mid-development process.

Agile working is way more suitable for bigger projects bacause you only plan a few weeks ahead and reflect on what has been done more ofter, which makes us feel like the product being developed is closer to the client’s expectations.The iterative process allows the developers to focus on smaller tasks at a time, in order to perfect each feature individually. Thus, the project becomes more manageable, given the small but frequent steps taken in the process.

As for weaknesses, the main hurdle which we have come across has proven to be the documentation of the individual sprints, taking more time, as each sprint requires its individual documentation. An extra drawback we thought of, even if we have not experienced it, can be the difficulty of starting a project based solely on the iterative process.

# Reflection on the differences between waterfall and iterative

From our perspective the main differences present have to be represented by the moment in which they are feasible. Even for such a small project it waterfall is unsuitable because you have to plan way too far ahead and too many things can go wrong. Wht’s also a problem is that the client only gets to see the finished product and there is no input whether you are headed in the right direction mid-development. That being said, a waterfall style development process would fit better in the beginning of the project (or a small project to begin with), while developing a project further would require less of an overall view and more focus on individual features.

As a summary, waterfall provides a great overview with a lack of in-depth attention to detail, while the iterative process is the exact opposite.