

ANOTODE

The Web Annotator .

Termination Analysis Revision 2.0

CS Group 1

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Revision Table

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1 Introduction

1.1 Purpose

Termination is the final stage in the software development life cycle and is performed when the development process is over. The objective of this document is to provide information and analysis of the project development process and summarise what the project team has learnt while working on the project. The document can be used as a reference by other teams, they can look through this document before starting a new project for information about how and how not to go about the development process.

1.2 Scope

The scope of this document is to describe the final stage i.e. the termination of the Anotode Project. It includes the all the elements of the post-project review process.

2 Termination Analysis

2.1 Brief Project Undertaking

The project - Anotode, was chosen as a project by our team for the course of CS-301, Software Engineering. The aim of this project was to is to enhance the user experience while web surfing by having a prominent feature of annotation. We aimed to build an extension,web app and android app which facilitates a user to store everything that he likes on the web in a safe and secure place with minimum hassle and later on find what he needs. The Android app will always have the notes they have taken, right in their pocket. The Anotode will surely enhance the user experience while browsing on the web. All the features of all the applications are described in detail in the project plan and the SRS documents.

2.2 Reasons for choosing this project

The reason for choosing this project were:

- There are many applications available in the market that intend to serve the purpose of making notes, but most of these applications are very complicated to use and do not include customized functionalities. So we choose to build the product that emphasise only on anotating the text to simplify the need.

- We have chosen a big project and hence we have got an experience of implementing the processes and principles of software engineering.
- We were having an opportunity to build an extension,web application and android application which are very common things nowadays. So we had an opportunity to get experience in the field of development of all these prominently use things.

2.3 Goals Achieved

We have developed the extension, web application and android application successfully for Anotode. The application fulfils all the major requirements and prominent features required to use. All increment of the project according to our SDLC plan has been delivered and is in Beta testing with the client. . Once the client tests our app and is satisfied, he will make our application live to use it by all users.

2.4 Unachieved Targets

Although we have successfully made extension, web application and android application and have successfully integrated them with backend on NodeJs, There are few targets that remained unachieved due to lack of time. The unachieved targets are as follows:

- We could not implement our second phase of the project.
- Testing phase is still not finished as the client is trying out our app. It is in Beta testing.

2.5 Lessons learn from project

2.5.1 Technical Lessons

- Extension development on Javascript
- Development on Android Studio
- API building using the Nodejs
- Programming languages Javascript, NodeJs, AngularJs,XML
- Working with mongoDB
- Various tools and technologies - RUP, Microsoft Project
- Documenting a software project in a manner which improves clarity among the team

2.5.2 Non-Technical Lessons

- Time Management with respect to balancing this project with other subjects.
- Whether creating a new system or adding a feature start with a simple version which will have basic functionality.
- Importance of the constant review and monitoring of the activities.
- Importance of setting the norms and following them for a development process.
- Maintenance of personal logs and time tracking system helps to know the contribution of a person on the project.
- Working with members of the team in a coordinated manner.
- Find a way to collaborate different points of views and get a concluded result for any topic or issue.
- The importance of each phase of development of the project and how they are dependent on each other. Missing the deadline to finish one phase leads to delay in next phase.
- The importance of Minutes of Meetings for conducting an efficient meeting.
- Management skills and work delegation in the project group.

2.6 List of work products

- Feasibility Report
- Non-Feasibility Report
- Project Proposal
- Project Plan
- Software Requirements Specification
- Software Life Cycle Development Model Document
- Traceability Matrix
- Gantt Chart
- Cost Estimation Document
- Test Plan
- Software Quality Assurance Plan

- Software Configuration Management Plan
- Risk Management, Monitoring and Mitigation Plan
- User Manual
- Test Cases Document
- Test Report
- Prototype Design Document
- Deployment Plan
- Minutes of Meetings
- Termination Analysis
- Source Code

3 Conclusion

Overall, the project gave us a better understanding of the processes and principles of the software engineering and we had an opportunity to develop a software for a real life problem. Also the project experience provided us with an insight into the approach of developing software, which does not compromise on quality and also enables the team to deliver the project in timely and cost effective manner. There was a considerable gain in experience especially in terms of understanding and developing solutions for problems, new technical knowledge, time and resource management, teamwork, etc.