Software Engineering Group Project
Self-Evaluation

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CONTENTS

1. JAMES

During the early stage of the project I was appointed to the position of Quality Assurance Manager, this task led me to being involved with all levels of the project. Initially I was heavily involved with both the organisation and implementation of the documentation we produced, aiding in both the construction of the content and in the assuring of quality of these documents. It was often both tedious and challenging to adhere to sometimes seemingly arbitrary rules, and to enforce these rules with the other members of my group.

During implementation and testing week, I mainly worked on the JUnit test either co or singularly authoring many of the tests, during this period I also attempted to perform my QA duties and maintain proper java coding standards from the group. This was an exceptionally difficult task as a lot of the focus of the group was just to make the project function rather than its form. I also contributed in a small way to the code in the form of the breeding algorithm and the name generator.

Overall this project has been an interesting experience working with a large group and the greater focus on the documentation and organisation rather than simply the code, caused it to be a refreshing change from other projects and resulted in it leave a lasting impression.

2. PAVEL

This project was a real challenge for me, but a challenge in a different way, I always received tasks that matched my skills and required little or no help from other team members. The real challenge was not the programming that usually is quite challenging for me, but the amount of the work in overall, it is a bit frustrating, since the end cannot be seen as clearly as in case of an individual project.

My performance before the implementation and testing week is not one hundred percent clear to me, but this is probably the cause of the work week, since the amount of work done differs a lot. I was given my tasks and was able to do these without any rush, successfully present my work to the team at the deadlines set up by our group leaders. I attended almost all group meetings, a few were missed out because of health problems.

Implementation and testing week was a new experience for me, honestly I hoped that I'll be able to receive less tasks because I was working on documentation. Our team leader however wasn't planning to allow me to slack off easily. Tasks were split with our skills in mind. I was chosen to be the one whose main work will be concentrated on JUnit tests – the tester. In my previous projects I missed out a lot of JUnit tests because I found these tedious, so it took me a bit of time to figure, with some help of my team members, the tests out. It appeared that JUnit is an interesting to do even for a non-coder type like me. I must say that my opinion changed completely and I stated to actually like testing.

I am fully satisfied with my overall performance. It is possible for me to say that I could've done more, but I would like not to, since nobody can guess how this would affect the overall pressure and quality of the work I've done, so I'll leave that decision to our group leader. My attendance was good, but since I missed a few meetings, not perfect. I will make sure to make it as close to perfection as I can. Same goes for overall performance, in perfect case I would not need to ask for any help at all.

3. LLION

This group project has been brilliant experience that I will never forget. Monster Mash is the biggest group project I have ever been part of, and the first group project where I have been group leader. It has been a lot of work and responsibility but I have been lucky enough to be a part of a group full of great people who all worked very hard to make this project a success.

As group leader it was my job to organise the group by scheduling and delegating the work efficiently. During the early stages of the project, I spent time with Yarrow producing a Gantt chart that was used for establishing milestones and estimating how long each task will take, this proved handy to refer to. I also created a timesheet system to track of the hours that group members were putting in, if I found that a certain member had done less hours than the average I made sure to delegate them more work in the next meeting. Before integration and testing week, I decided it would be a good idea to have a meeting for producing a schedule and task list for the week. During the week I also kept a list of anything that needed doing, I also sent out eMails at the end of the working day with a summary of the day and an outlook of the next. I also wrote some jUnit tests and the monster name algorithm.

I am very happy with how the project turned out and the role I played in the management of the group, together we have completed the MonsterMash game with most of the required functionality.

4. STAN

This was my first serious group project. I was really looking forward to it and from the beginning I wanted to be a Lead Designer. Before the implementation and testing week I was standing in front of the group during design process, sketching up both the user interface at first and later the class diagrams and database design. During the second week, together with Filip we have started on HTML template for client side of the game. Also together before the Christmas we were working on a prototype. Prototype contained following functions: "Create an account", "Sign in", "Add friend request", "Accept friend request". It didn't support server to server configuration.

Implementation and testing week was the most challenging week. We spent about 10 hours each day on coding and testing. I was working close to Sindre and Filip – other two coders from my group. I had some initial problems with communicating with Sindre during the first day of implementation and testing week, but during the rest of the week I was working well alongside other team members. Mainly I was working on all Servlets (excluding server to server communication, because Sindre was responsible for this part of the code) and some parts of model classes. While I was working on code, rest of the group was testing my code. Also I tried to add as many comments as possible, so other people from my group could understand my code. Because I was the most experienced in databases, I created whole database and maintained it. While I was working on PersistenceManager class, Sindre was implementing Servlets for server to server communication and we decided to create second persistence manager called OtherPersistenceManager, so we could work together at the same time.

It was a great experience to work with other team members on this group project. We delivered product on time with almost all its functionality, probably because everyone in our group had some role and we were supervised by our Group Leader – Llion, who did his best to stick to all deadlines.

5. SINDRE

I was very excited when I started on the project, as I thought it would be fun working on something in a larger group. I am not very familiar with the front end part of web sites, so when the opportunity to work on the server to server communication I volunteered as the "Standards Officer" for our group. As the standards officer I participated on the biweekly standards meeting, where I learnt a lot about how other groups had done their design, which in some cases influenced me on the suggestions I proposed in the design phase of our system. As a person that does not like to do documentation I did not have a lot of work to do before the coding started, but I still contributed where I could.

During the design phase of our system I felt that I could contribute with ideas and suggestion, and the other group members would listen to what I had to say, and that is nice. During this stage I was a bit uncertain, since the standards committee had at least split into two groups, the official one and a smaller group consisting of a few groups. The progress on the official standard was slow and far from finished at that point, but the majority of groups were still using it at this point, and I was unsure which standard was best at this point. The official standard was not in its final version before the integration and testing week, and sadly we had to do some changes in our system to follow the standards, but it all worked out in the end.

During the integration and testing week I felt that the teamwork in the group was great, and we all worked well with each other. I focused mainly on the server to server part of the code, and implemented API agreed on.

Overall the project was a great experience, and I was lucky to end up in a group with nice and motivated people. The integration and testing week was a fun experience even if it was stressful at times, and I think the finished product turned out great.

6. FILIP

This has been the first time when I have been working on a project in such a large group. At first, I was not sure how the cooperation between all the members would work. When we started, however, it turned out that we had managed to get organised very well and everybody had their place and tasks in the group.

Since I am not very confident about writing documentation, my main role was working with the code. I have, however contributed to the documents as well, writing description of some classes, algorithms, several tests, etc. We had started working on the HTML design of the application quite early and I have been satisfied with what I

and Stan generated. After finishing this, most of my work focused on helping with the design specification and test specification documents. The most demanding part of the project for me was coding the application itself. I, along with Stan and Sindre, spent many hours before and during "testing and integration week" to get everything working.

While some parts of my work could have been better, ideally I would have started earlier and had more time to think through and refine my work, I am – all in all – satisfied with my contributions to the project and the general result in the end.

7. DAN

At first I was a little apprehensive of this group project, purely because I'm not too confident at sharing my ideas or using my skills to help the group. I did feel as if I was the weakest of the group, which I expect, since I'm not a good coder, and I had to mainly focus on the documentation side of things, additionally, I felt that I could look at helping to develop the web side of things, with the database etc., which is what I am strong at, however, we had someone who could do it a lot better, and a lot quicker, which is the way things work sometimes. At the beginning of the group project I attempted to share some ideas and put points forward when we were looking at the design and testing, which I felt I contributed to, however, I felt bad since there wasn't an awful lot I was able to do physically in created the documents and program. I tried hard to do the tasks I was assigned to do well, to make an impact. I created the use case diagram for the design spec, did my functional requirement testing for the test spec and during implementation and testing week, I created a good few JUnit tests, although they were basic, I did what I could. This then allowed me to create the flow chart for the maintenance manual, and finally create the basis of the final report which I have worked on with the group from then till now.

If I'm honest my attendance to meetings should have been better, however, sometimes my personal life and work got in the way, but I feel like I should have made more of an effort. I felt I was part of a great team, we all got in well and worked together well, and although I feel as though I didn't quite do enough as the others, what I was assigned to do, I feel I did a good job on, and overall am happy with the outcome, but disappointed with my person effort.

8. YARROW

I contributed to the team in various ways - I spent time teaching the group how to use the repository and contributed to the creation of the documents. I also helped lead the team with Llion. I turned up to and contributed to all meetings, I helped ensure that we were following the design specification; I often researched things that we discovered in the documents that we initially didn't understand, and did my best to help the group understand what the documents asked us to do.

In general, I feel that I helped the team by being able to contribute ideas to the development, questioning the actions we were taking as a group, and providing support for the Git repository - both up to and during Integration and Testing week.

DOCUMENT HISTORY

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