

# E- Recipe Platform

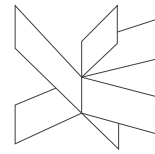
## Process Report

<i>Student Name</i>	<i>Student No</i>
<i>Dumitru Rares Bunea</i>	<i>266983</i>
<i>Vladimir Rotaru</i>	<i>266914</i>

*7015 characters*

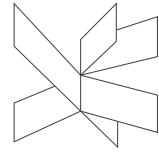
*ICT Engineering*

*December 2, 2019*



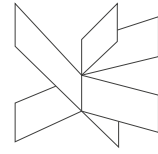
## Table of contents

1	Introduction .....	3
2	Group Description .....	4
3	Project Initiation .....	5
4	Project Description .....	6
5	Project Execution .....	7
6	Personal Reflections.....	8
6.1	Dumitru Rares Bunea.....	8
6.2	Vladimir Rotaru .....	8
7	Supervision.....	9
8	Conclusions .....	10
	Bibliography .....	11
	Appendices .....	12



## 1 Introduction

The aim of this document is to outline the processes used for execution of this semester project from start to finish. The document is intended to show an overview on the working process, group composition, participation in the group work, as well as personal reflection of each team member about the process, the project itself and the experience towards each other.



## 2 Group Description

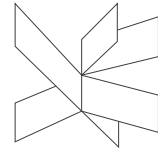
The group is consisted of 2 members:

1. Dumitru Rares Bunea
2. Vladimir Rotaru

Each member of the group is currently enrolled and studies ICT Engineering or Software Engineering. But, due to some circumstances, the group members have a gap semester. During the gap semester, that started in September, both group members have found a student job in two different IT Companies, doing Software Development, Software Testing and others.

Dumitru Rares Bunea is from Romania, studied informatics-mathematics in high school, studied C++ but got passionate about java. Currently having a student job focusing on ASP.NET with C# and/or VB development, frontend development, testing and much others. It is an organized person and an individual as well as a team worker. For him learning new stuff is always a pleasure. Participated in all parts of the project.

Vladimir Rotaru is from Republic of Moldova. He is 21 years old enthusiastic person that is very self-determined and motivated towards completing IT-related tasks. He considers himself committed person towards everything he is doing, and he is ready to work hard in order to achieve what he wants. His current goals are self-development, improvement in both communication and field related skills.



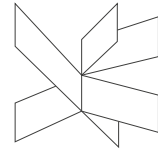
### 3 Project Initiation

The project initiation started with forming the group. It was supposed for us to be in a group of three people, but unfortunately, lately we have found that one of our colleagues is not able to participate in this project due to some other projects he has to accomplish. So, in the end, the group remained with two people: Dumitru Rares and Vladimir. We have been working on a project together in a previous semester.

Unfortunately, there was not any predefined method of the process of work, as the group have come with problems along the way. However, it was decided to use GitHub for version control of the project, in order to minimize the risk of losing the project progress. As the initial idea of using Microsoft Azure, has given some troubles in setting up the team repository.

The time had a lot of pressure on team members, as well as some personal family issues. Also, the different and busy work schedules, have played their role and the team didn't manage to settle an exact time and day of meeting. This being replaced with meeting on arrangements from one day to the other. The main communication was via Phone or Facebook Messenger, because of the fact that in this way we could ensure availability on social media.

All in all, it cannot be said the project had a good planning and the issue had been felt later.



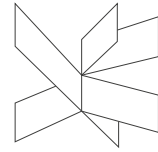
## 4 Project Description

As described in project initiation section above, we didn't use any particular method to handle the process of project execution. The use of SCRUM was challenging for the team, as initial communication between members was not at its best, also, because the team was too small and wouldn't be suitable to fill all the Scrum roles. However, we used the user stories described in Scrum methodology as "a very high-level definition of a requirement, containing just enough information so that the developers can produce a reasonable estimate of the effort to implement it." (Scott W. Ambler and associates, 2003), and adapted it as functional requirements for our project.

The project started with the group coming up with a handful of ideas. We have switched from one idea to the other and have tried to accomplish the requirements given, but it seemed unsuccessful. After a family problem arose for one of the team members, one and a half weeks before the deadline, it was finally decided on the project idea and its execution have started right away.

The work has started with the project description writing and documenting about the project's best methods of working and writing the code. The project description, containing all its fields, has been written by one of the team members Dumitru Rares. For a better overview of the work of every team member you can see: Appendix 1: Authorship; file attached to this report. Furthermore, you can see the commits made in the project in GitHub Repository, the link will be provided in Authorship file.

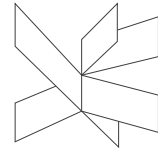
Later we proceeded to project implementation where main objectives were better understanding of layered and heterogeneous architecture.



## 5 Project Execution

The initial plan was to start the project execution early in September, but as described in the sections above, project execution has been heavily delayed which has caused problems in the team, as well as in project start to end accomplishment. The work was going good despite the time span we had left, we have implemented the some of the tier of the system, but some of our expectations were unrealistic. The API was created as well as the presentation layer, but there was no time to implement a more beautiful layout of the clients.

The biggest risk of this project was its complexity and in time span. The project was more complex and harder to implement than we have thought, so we did the best to make it like it is now. The persistence tier, which is written in C# is at a point where it works as intended, with a minor flaw, having all the possible endpoints exposed. The presentation tier is in a state where it can do data transactions and present the information. The problem with the presentation tier is, that because lack of time, the views present here are not styled to modern standards, but they are still presented in a decent manner. Also, because of the previous invoked reason, create, update, and delete were not implemented in the controllers of the discussed tier.



## 6 Personal Reflections

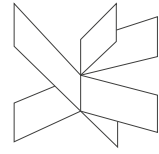
### 6.1 Dumitru Rares Bunea

I would consider this semester project a personal success. I have accomplished a lot of my goals and it is amazing how in such a short timespan so much was created. Regarding the teamwork, it is unpleasant to say that the two of us could have spent more time together, since the challenge of a semester project on the shoulder of just two students is quite demanding, especially regarding time. Although the communication between the two of us was poor at the beginning of the assignment, things got better towards the end, but we were still prevented of reaching our full potential as a team.

### 6.2 Vladimir Rotaru

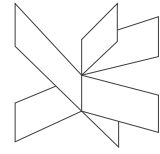
This semester project has shown me how important it is to keep track of everything that is done in the group. Being a 2-member group, it was tough to work because the amount of work that had to be delivered was big. My productivity dropped dramatically around 1 week before the deadline because I have received some news from my family that would not let me focus on anything. However, in the end I tried my best to finish everything in time. Communication in our group was poor from the start, but It became better when time was putting pressure on us.





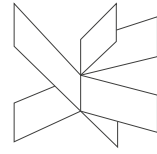
## 7 Supervision

During this project we didn't have supervision regarding tasks and methods to use, as it was already known. The only supervision we had was regarding expansion of deadline, due to one team's member family tragedy. We have written to one of our teachers, but unfortunately, he wasn't the one who could solve this matter, this kind of issues not being in his competences. We have written to student council and at this point waiting for a response.



## 8 Conclusions

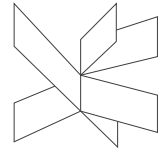
This project was one of the hardest to complete because of the group formation and one member missing. We came with a lot of problems along the way and tried our best to solve them. We worked hard and didn't lose our spirit despite the circumstances. Overall it was a lot to be learned for future project experience: how to handle a project, the importance of planning in project execution and the importance of studying some extra material in order to improve ourselves and to cover the gaps we might have regarding knowledge to a particular subject. One important thing to be learned was that hard work and motivation in the team is essential, as it settles the rhythm. Also, group meeting during execution of a project will solve lots of misunderstandings and issues of the team itself.



## Bibliography

Scott W. Ambler and associates, 2003. *Agile Modeling*. [Online]  
Available at: <http://www.agilemodeling.com/artifacts/userStory.htm>  
[Accessed 30 November 2019].

Wasson, R. A. a. M., n.d. *Microsoft*. [Online]  
Available at: <https://docs.microsoft.com/en-us/aspnet/core/tutorials/first-web-api?view=aspnetcore-3.0&tabs=visual-studio>  
[Accessed 21 November 2019].



## Appendices

### Appendix 1: Authorship