Refleksjonsnotat-Group 11

1. The decision-making process in the group and what was good and what was bad:

First of all we had a discussion about which campus we wanted to make our site about. Definitely the best would have been if we had enough time to make about all of the campuses, but since we were required to have at least one of the campuses and we were not sure if we had enough time to make the website for all three, we decided to make the site for Campus Vulkan.

Vulkan is the best-known campus of Westerdals and has the most iconic building. Plus because of its central location, it made it easier for us to make an informative site about it.

The design and color choice was mostly based on the color of the building which is dark gray and yellow. Each of us got a responsibility to code one of the under pages and then the PHP/SQL, report part, debugging were divided more individually later.

2. The communication in the group:

After we were informed about the exam, the communication went very slow between us as a few of members had some health issues. The first month of project, there was almost no communication between the members except a few words on Facebook. The closer we got to exam, we communicated more actively. Most of our communication went through Facebook, bit less through Trello and GitHub too. We had some disagreements about how things should look like, but through discussion and test of different options we came to compromises.

It was time to time difficult to gather group members, but we tried to solve the problem by online communication.

3. The use of creative techniques in our project:

We have all the time been open to new suggestions. We tried to make changes on the page and upload it on the GitHub to keep everyone updated and come to an agreement if the solution was good or not. At the very beginning it was few meeting with brainstorming, creating our own idea bank, checking out many websites to get inspiration and choose best practices.

4. Creative problem-solving techniques:

The CPS technique helped us a lot to follow the process of the project step by step. We had a good structure, framework filled with catchwords.

5. Action plan and how it went on:

The action plan went on as we had planned in the start. Actually we came to new ideas all the time and at the end of the project everyone tried to help others who had problems with something. The communication was going very well at the end of project and we made changes. Of course we did not have enough time to make the «search» tab.

6. Tasks assignment:

Tasks in our group were divided according to what we are best in, what we already know or what we need most practice in. So we thought it can be interesting and useful if everyone writes a code to at least one page, to remember and use knowledge and skills from previous semester. Further assignments were divided according to our studies and strengths. Mads and Andreas took a coding part on themselves, Vilde worked with design and created all the icons, that er used on the webpage, so that they were uniq. Oleksandra and Yerazik were responsible for project report. Since both of group members that wrote

report feel more comfortable writing in English than Norwegian and majority of IT documentation around the world is written in English, so we thought that it is better to write our documentation in English.

7. The solution and our capability:

We had only two lectures in PHP and based on how little knowledge we had about PHP and that none of us had any experience with that from before ,we still think that we have managed to make an interactive and informative site. We could definitely have made a better and more advanced site if we had more lectures in PHP.

8. What we can improve until next project:

We should have started the project a bit earlier and tried to work more on PHP. We didn't write a contract at the beginning to make people feel more responsible and not to skip meetings without serious excuse. We should find a way to motivate people to do a bit more than it stands in requirements, to get a better product.