**Miranda, Vhybenica V.**

**3F4**

**Activity 3.1**

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| Name of System: Integrated Farm Resource and Membership Management System |
| Short Description of the System  This system will provide an efficient platform for farm organizations to manage their members, resources, financial aid distribution, and land usage. It will allow farmers to track their membership status, apply for financial assistance, and receive real-time updates on resource availability. Additionally, the system will enable the organization to manage their data, track crop and financial support, and optimize decision-making processes. |
| Software Development Method: Agile Development Methodology |
| Justification why the method is the most appropriate    The Agile methodology allows for flexibility in adapting to changes in requirements and user feedback, which is ideal for a system that involves diverse stakeholders like farmers and farm organizations. The needs of these users might evolve over time, and Agile facilitates iterative development with continuous feedback loops. This will ensure that the system remains aligned with users' expectations and that new features can be seamlessly incorporated. Agile also supports frequent testing, allowing the development team to identify and resolve issues early, ensuring a high-quality product. |
| Activities in Every Phase   1. Planning - Identify key stakeholders and gather requirements through interviews, surveys, and analysis of current farm management challenges. 2. Designing - Create wireframes and prototypes for the user interface of the system and define database architecture to store farmer data, resource management, and financial transactions. 3. Developing - Develop the core functionalities in short iterations, starting with high-priority features like membership management. 4. Testing - Conduct unit testing of each feature as it is developed. 5. Deployment - Deploy the system to a live server, allowing farm organizations to access it securely. 6. Maintenance - Collect feedback from users to identify any enhancements or new features. |

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**Activity 2.2 Determining Techniques for Data Gathering**

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| Business: Farm Cooperative that supports local farmers | Name of system: Farm Cooperative Management and Financial Assistance System |
| Requirement Gathering Technique to Use   1. Surveys/Questionnaires 2. Document Analysis | Corresponding Plan for applying the technique  -The team will design and distribute surveys to farmers and cooperative members to gather feedback on current processes and desired features for the system. This data will help identify key requirements such as financial aid management, resource allocation, and communication tools.  -The team will collect and review existing documents like financial records and resource logs to understand the cooperative's current workflows and inefficiencies. This will highlight areas where the system can automate processes and improve operational efficiency, ensuring alignment with real-world needs. |

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**Activity 2.3 Creating Use-Case Diagram**

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| --- | --- |
| 1. Functional Requirement | 1. Subject Boundary |
|  **Book Search**  **-**Customers can search for a book by title.   **Price Display**  -Customers receive the price of the book based on the selected version (hardcover or softcover).  ** Purchase Book**  -Customers can purchase the book using a credit card.   **Cancel Purchase**  -Customers can cancel the purchase before finalizing.  ** Payment Authorization**  **-** card payments must be authorized by the bank.   **Add Books**  **-** bookshop owner can add new books to the inventory | **ABC Online Bookstore** system, which allows interactions between customers, bank, and bookshop owners. |
| 1. Actors and Goals | 1. Use-cases |
| **• Customer**  **-** Searches for books, views prices, makes purchases, and cancels purchases.  • Bank  -Authorizes credit card payments.  • Bookshop Owner  -Adds books to the inventory. |  **Search for a book**  **-** Customer searches by title and views available versions and prices.   **Purchase a book**  **-** Customer selects a book and proceeds with a credit card purchase.   **Cancel purchase**  **-** Customer cancels the ongoing purchase.  ** Authorize payment**  **-** processes and authorizes the credit card payment.   **Add books to inventory**  **-** owner adds new books to the online store inventory. |

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| Use case Diagram |
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**Part 1: Multiple Choice Questions (MCQs)**

1.B

2.B

3.C

4.C

5.C

**Part 2: Short Answer Questions**

1. A technical writer in a software development team serves as the bridge between complex technical concepts and users by creating clear, concise documentation, manuals, and guides. This role is crucial because it ensures that users can effectively understand and utilize the software, enhancing their experience and fostering better communication between developers and users.

2. Cross-functional collaboration brings together diverse expertise—like developers, designers, and testers—allowing for different perspectives that enhance creativity and problem-solving, ultimately leading to higher-quality software. For example, when designers work closely with developers from the start, they can create a user interface that not only looks great but is also functional and feasible, reducing rework and streamlining the development process. This teamwork creates a shared sense of ownership, ensuring everyone is invested in the project’s success.

3. Clear communication within a development team fosters trust and collaboration, ensuring everyone is on the same page about goals, tasks, and challenges. When team members openly share ideas and feedback, it not only helps identify issues early but also cultivates a supportive environment where creativity thrives, ultimately leading to a more successful project outcome.

**Part 3: Scenario-Based Questions**

1. **Scenario**: Imagine you are part of a software development team working on a new mobile application. The Product Owner has prioritized a new feature, but the U/UX Designer is concerned that the Current design might not meet user expectations. As a team, how would you handle this situation to ensure that the feature is implemented effectively while addressing the designer's concerns?

**Answer Criteria**: Look for responses that emphasize the importance of communication, collaboration, and compromise. Students should mention involving relevant team members in discussions, considering user feedback, and possibly revising the design to balance functionality with user experience.

**Answer:** In this situation, effective communication and collaboration are essential. I will arrange a meeting that includes the Product Owner, U/UX Designer, developers, and other relevant stakeholders. This ensures everyone has a shared understanding of both the feature's importance and the designer's concerns about the user experience. During the meeting me as the U/UX Designer should enlighten my team about why the current design may not meet the user’s satisfaction ang by doing that I can also ask about their opinions and feedbacks. After having everyone say their opinions, we’ll take our time reviewing each other’s opinion and if everyone is satisfied with each other’s answer then it’s time to brainstorm our ideas together. Once a revised strategy has been decided upon, the team can work on creating a prototype to test the new design with users and get their input before putting the product into final form and going live. This iterative procedure aids in guaranteeing that usability and functionality are taken into consideration because everyone shared their feedbacks.

**2. Scenario:** Your team has encountered a significant technical challenge that is delaying the project. The Software Architect suggests a new approach, but the Back-End Developer believes the current method is still viable. How should the team approach resolving this disagreement to keep the project on track?

**Answer:**

To fix and resolve the disagreement and keep the project on track, the team should call for a meeting so that they can discuss on what to do to their project. The meeting should focus on how the new method and the current method approach will be any help for their project. But the meeting should also discuss the main project goals such as deadlines, performance, and how does the scalability of the project have. By evaluating both approaches based on these criteria, the team can better understand the strengths and weaknesses of each approach. In addition, since the Software Architect and the Back-End Developer are having an argument about the approach on the project, conducting a meeting along with their workmate/colleague can help them to think on what is the best method to do and make some adjustment for their method on how will they approach their project to keep it going. If the team is still unsure, they could try running a test to see which approach works best. This would give them real results into which approach is more effective for the project. Once they've carefully considered all the choices, they can decide through voting or by reaching a group agreement. After a decision is made, it’s important for everyone to get to start working on it to keep things on track.