# GROUP A - TEAM COMPONENT

## Project Details

**Concept -** An Application that keeps track of selected product stock availability at registered shops.

**Objective -** To inform users of the amount of a selected item in stock at a particular location/shop, and also where to find that item in stock at an alternative  
location if it is unavailable.

### Team info

S290428 – Augustine Thorbjornsen

S266070 – Daniel Wilson

S317932 – Wei Liu

### URLs

* <https://github.com/LargerSnowdevil/S20PRT585_Group-A>
* <https://trello.com/b/09xivzz7/instock>

## Summary of progress

### Tasks/Components progress (group)

* Setup project using three three-tier-architecture.
* Implemented “Shop” model with CRUD operations. Shop model has many items relationship (MANY to MANY)
* Implemented “Item” model with CRUD operations. Item has a single shop relationship (One to MANY)
* Implemented item searching capabilities – built into \_BLL.
* Developed angular front end to CREATE, READ, UPDATE and DELETE - shops and items
* Developed searching functionality into angular front end

## Potential Risks and proposed solutions

**Product Risks** - Not enough stores provide their stock information for the app. Understanding where to find extra stock causes panic buyers to go from shop to shop buying things out.

Proposed Solution – a system of incentives to encourage users and shop owners to target high reliability of updates.

## Lessons Learned

1. Managing unexpected event when project development commenced (Daniel had to deal with his family business –the team should have managed the tasks better to allow for continuous integration)

2. Not ensuring each team member understood how to develop basic CRUD in Angular and .net core before starting the project. (If pair programming of this task was completed before project commencement, the project would be mostly completed already).

3. Not having more face to face meetings/pair programming. ( Most meetings were completed over teams video call but this was not as productive as face to face.)

4. Team should have made better task allocation before starting the project as this leads to faster development integration.

# INDIVIDUAL COMPONENT:

Due to a family emergency I have been away and mostly unavailable for the first 3 weeks of the project. As a result of this I have been allocated only a single task in the project it can be located at: <https://trello.com/c/tCmfXN4W/20-integrate-bll-and-dll> with the results located at: <https://github.com/LargerSnowdevil/S20PRT585_Group-A/tree/N-tier-architechture-implementation>. As far as % of work completed, according to GitHub I have authored just under a quarter, of commits to all branches but am unable to see the code contributions until the branches have been merged to master. This is currently scheduled for the day after this document must be submitted. An educated guess based on what has been seen of the project so far would put my contribution at somewhere around 10-20%, potentially more, if greater than the expected amount of work is needed to bring Andy’s work into N-tier compliance. With regards to researching and learning I believe the amount would be around 20-30% as I am still catching up from my time off but expect the be back on equal footing by Wednesday.

# Feedback Report

## Challenges & Solutions

As I have not had all that much work to do yet I have not faced many challenges. The challenges that I have faced include:

* Poor spelling.
* The inability to remember variable names.
* Forgetting to save before committing.
* Failing to start my server before testing.
* Not updating my database after modifying database items.
* Losing track of time while working only to realise that the sun is coming up and I have a meeting in 4 hours.

All these issues have been resolved or mitigated through either, the heavy use of caffeine, or by going to bed earlier.

## Partners & Feedback (Suggest at least 3 improvements for each team member)

### Feedback for Andy:

* Andy’s technical skills and code knowledge are not very strong, while he does acknowledges this and allocate a much greater time to work on tasks I believe he would be better off spending more time improving his skills and knowledge instead of simply slogging through his allocated work.
* While Andy has shown the ability to work with and manipulate databases, he needs to revise database schema and relationships.
* Andy has a knack for finding code snippets or tutorials that do what he wants and a tendency to use them without really understanding how they work. This habit tends to backfire on him horribly and I think he would be better off if he read into the solutions a bit more closely and tried to better understand why they work.

### Feedback for Augustine:

* Augustine is spontaneous and tends to improvise, jumping into things without thinking about them first. He should occasionally stop and think about what the short-term and long-term goals are.
* Augustine is quite charismatic and enthusiastic at times and tends to try and take charge and give out orders without realising what he is doing. It can be quite difficult for those not as good interacting with people to disagree with him and it would be helpful if he could recognise when he was doing it so that he slows down a bit.
* Augustine seems to forget that other people aren’t him. By this I mean that he tends not to realise that other might not know what he knows or learn as quickly as he did. Leading to him allocating tasks to people that he thinks they are capable of that they either struggle to complete or cannot complete in the allocated time. In addition to this his charisma can make difficult to tell him otherwise.

## List team collaboration issues and propose 3 improvements to improve team collaboration

* Team meeting tend to be unplanned and short notice. We really need to get better at planning them in advance.
* The team has identified a lack of skill sharing within the group and are trying to improve this going forward.
* I have not personally experienced it for the reason explained earlier but both of my team members have complained about a sluggish and haphazard allocation of tasks at the beginning of the project.

## Describe any assistance needs and list at least 3 improvements to improve class learning experience

* It would be great if the class recordings could include the diagrams drawn on the whiteboard when explaining things as they really help with understanding them. This could be done either by filming the whiteboard or using the MS Teams meeting whiteboard instead. Being able to go back and rewatch the recording was helpful when I got stuck.
* I know you probably have no control over this but the timeslot for the class is horrible. Dinner should be smack bang in the middle of it so I’m hungry and struggling to concentrate by the time the tutorial starts. Once again I know you probably had nothing to do with it but I hope that if enough people complain about it in feedback like this then you can use that if the university ever tries to make you do this timeslot again.
* The others have both mentioned pair programming here as a thing to do more of. I don’t think its great for when one is learning to code, as one of the most important parts of learning for me at least, is typing the code myself and playing around with or subtly changing it to figure out how it works. This is not something that two people can easily do when sharing a computer.

## Self-realisation: List 3 improvements to improve yourself

* I don’t tend to reach out to the group and share the skills I’ve learned unless I am asked to. I need to start doing this more.
* I’m perfectly happy not to be in a leadership roll as Augustine is more than capable of filling the roll. After several past groups where I was all but forced into the leadership roll to get any work done at all, it was nice to not have to call the shots. This was probably not very fair to the others.
* I have terrible time management skills, I’ve known this since high school, everyone who has ever known me for more than a few weeks knows this, but I’m a lot better than I use to be and it’s still a work in progress.