

## Final Report for “Yntymak”

Group 3D\_04

Team #18

Ainur Almurzina AA

Madina Torgayeva MT

Mariyam Sabyr MS

Gaukhar Mrassylova GM

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Time for reflection! The purpose of this document is to capture student experiences – both positive and negative – during the semester long team project. What are the key events that are to be remembered? What are the key lessons that you learnt that you can carry over to future projects. Think back starting from the time the teams were assigned, then project proposals were made, screenshots developed, requirements, architecture, framework demo, test plan, and finally the demo. What would you do different if you were assigned the same team and the same project again?

Each team member is to record his/her thoughts on a separate page. Thanks!

## 1 Team Member 1: Almurzina Ainur

### WHAT WENT WRONG

1) Architecture

The hardest part because mainly that was my work. I've just started learning of c# and visual studio because of that the understanding of the architecture structure of Visual Studio MVC was quiet difficult.

2) First demo

We thought that first demo is just the front part of application, but unlikely that wasn't so...

3) Test plan

I even couldn't understand what I have to do and from what point to start.

4) Documentation/Assignments

The painstaking work. It was really difficult to collect all team members and to force them to do something.

### WHAT WENT RIGHT

5) Screenshots and Requirements

The easiest part of the SE class

### LESSONS LEARNT

1) The team with which you will work is really important

2) Team has to have good manger and programmer either otherwise everything just goes in chaos

3) What would you do different if you were assigned the same team and the same project again?

- I will not accept some lazy and irresponsible members of our team.

## **2 Team Member 2: <<NAME>>**

**WHAT WENT WRONG**

**WHAT WENT RIGHT**

**LESSONS LEARNT**

### 3 Team Member 3: <<MS>>

#### WHAT WENT WRONG

##### Documentation

It was difficult to draw up documentation. And it takes more time than I expected.

There is not enough time for us (we have another also important subjects), and some of team members had problems with computer and health.

##### Testing of project

I don't know how to test big projects.

#### WHAT WENT RIGHT

##### Screenshots

Because we divide project into parts and every team member did own part.

##### Proposal

It was easy

#### LESSONS LEARNT

Now, I know that teamwork is not quite easy as I expected.

Sometimes you have to do another team members' work, because you don't know what can happen with them (get ill, computer break etc.).

It is important to plan project in detail. Careful planning from the beginning of the project can help to avoid mistakes. It provides an assurance that the project execution will accomplish its goals on schedule.

I worked with some of them several times, and I saw some of them how they work in team, so I would not have refused to work with them. But I would refuse to work with another ones if they relate to the project as now.

#### **4 Team Member 4: <<GM>>**

**WHAT WENT WRONG**

**WHAT WENT RIGHT**

**LESSONS LEARNT**