Process Report₂₀₂₁



CB03 - Group 5

Luca Pulvirenti

Alessandro Busacchi

Nikola Klicková

Maarten Hormes

Luc van der Putten

Tutor: Brice Guayrin

2021 S2 Project

Contents

| Work Division | 3 |
|---|---|
| Personal Reflection | 5 |
| Reflection about applying Iterative | |
| Reflection on differences between Waterfall and Iterative | o |

Work Division

During the implementation phase, as a group we decided to split the work for each member:

| C# or Web application | Page | Function | Made by |
|-----------------------|----------------------------|--|---------------------------------------|
| C# | Login | Login | Alessandro Busacchi |
| C# | Employee | Add new employee | Nikola Kličková |
| C# | Employee | Edit employee | Nikola Kličková |
| C# | Employee | Delete employee | Alessandro Busacchi |
| C# | Employee | Search for an employee | Alessandro Busacchi |
| C# | Employee | Accept/Deny holiday requests | Maarten Hormes |
| C# | Stock | Add new product | Maarten Hormes |
| C# | Stock | Edit product | Maarten Hormes |
| C# | Stock | Delete product | Maarten Hormes |
| C# | Stock | Search for a product | Maarten Hormes |
| C# | Stock | De-active/Re-activate a product | Maarten Hormes |
| C# | Schedule (Emp -> Shift) | Automatic Scheduling | Maarten Hormes / Nikola Kličková |
| C# | Schedule (Emp -> Shift) | Assign employee to a shift | Maarten Hormes |
| C# | Schedule (Emp -> Shift) | Load and Save template | Maarten Hormes / Alessandro Busacchi |
| C# | Schedule (General) | Set minimum amount of people per shift | Alessandro Busacchi |
| C# | Schedule (General) | Save schedules for a week | Maarten Hormes / Nikola Kličková |
| C# | Schedule (General) | View schedule for a week | Maarten Hormes / Nikola Kličková |
| C# | Schedule (Shift -> Emp) | Search for employee | Maarten Hormes |
| C# | Schedule | GUI schedule | Maarten Hormes |
| C# | Sales | Barcode scanner sales integration | Luca Pulvirenti |
| C# | Sales | Manual item search sales | Luca Pulvirenti |
| C# | Sales | Multiple item sales | Luca Pulvirenti |
| C# | Sales | Automatic restock | Luca Pulvirenti / Alessandro Busacchi |
| C# | Sales | New order from warehouse to store | Alessandro Busacchi |
| C# | Statistics | Employee statistics | Luca Pulvirenti / Alessandro Busacchi |

| C# | Statistics | Stock/Sale statistics | Luca Pulvirenti / Alessandro Busacchi |
|-----|-------------------|--|---------------------------------------|
| C# | N/A | Overall GUI | Luca Pulvirenti |
| C# | N/A | QOL Features | Luca Pulvirenti |
| C# | N/A | Exceptions for input errors | Alessandro Busacchi / Maarten Hormes |
| Web | N/A | Overall GUI | Luca Pulvirenti / Maarten Hormes |
| Web | N/A | Logout | Maarten Hormes |
| Web | Login | Login | Luca Pulvirenti |
| Web | Personal schedule | View schedule | Maarten Hormes / Nikola Kličková |
| Web | Team schedule | View schedule of all in same department | Maarten Hormes / Nikola Kličková |
| Web | Holidays | View holidays requested | Maarten Hormes |
| Web | Holidays | Request Holidays | Luc van de Putten / Maarten Hormes |
| Web | Holidays | Option to overwrite or add to holiday requests | Maarten Hormes |
| Web | Preferences | Add new shift preferences | Alessandro Busacchi |
| Web | Preferences | Views shift preferences | Alessandro Busacchi |
| Web | Profile | Request change of personal information | Nikola Kličková |
| Web | Profile | Change password | Nikola Kličková |
| C# | Employee | Deny or accept change of info request | Nikola Kličková |
| C# | Employee | Termination of contract | Nikola Kličková |
| C# | Employee | View active or inactive employees | Nikola Kličková |
| C# | Employee | Add salary to employee | Nikola Kličková |
| C# | Employee | New personal information | Luc van der Putten |
| Web | Employee | Set sickday | Luc van der Putten |
| C# | Employee | Notification for sick employee | Luc van der Putten |

Personal Reflection

Maarten Hormes:

After 18 weeks of hard work, I can look back and be satisfied with the work we have delivered. We, as a group, have worked hard to achieve this result. Not everything went perfect, but even though there were some hiccups along the way, we have reached a good result.

It is hard to work on a project together for 18 weeks, with only one contact moment in person per week. During the first weeks of the project, we didn't even have these weekly contact moments, making it even harder. Since you are not able to see each other, it can be challenging to stay motived, and know how the others in the project feel. This made it hard for me to stay on the same level of motivation and dedication during the whole 18 weeks. I can see some up and down periods for myself, where I let my responsibilities or tasks slip a bit. This is a point of improvement that I'm taking with me for the next project. It was very pleasant how the group accepted my verbal character. I always have an opinion and try to speak up, which can be good or bad depending on the situation and am happy with how I could stay myself during this project and act as a chairperson for this group. In week 9 Luc was added to our group. This addition of a fifth member is not what I would call a good move. The dynamic in our team changed, logically, and personally I felt that some of the hard work would be easier, since we have a fifth member. This was a wrong conclusion and ended up helping me lose motivation towards the end of the project, the moment I realized a 5th member will not perse improve your performance. Even though I had to pick myself up in the last few weeks to finish the project on a positive way, I believe I have done a good job in trying to finish the project.

Overall, I am very pleased with the results we have achieved and the way we have worked together. I have learned a lot about working in a team on an IT project, all valuable lessons I will take with me during the next project!

Luca Pulvirenti:

This has been a long journey. I would have never thought to have been apart of such a sophisticated project so early in this ICT course. I'm very impressed with what the team has accomplished in these 18 weeks.

It was a bit slow at the beginning of the project simply due to the fact that there were no physical meetings. As the others have already mentioned, it was difficult to grasp how everyone in the group was doing with their work and was also difficult to stay motivated. I found myself in this position a few times during the project whilst also having some moments where I was very passionate and worked on the project non-stop to keep the momentum going. In week 9, when Luc joined our group, we all tried to be very supportive and help him get a feel of our software and work style but whether it be due to the teams' drop in motivation after the workload was distributed further and/or the sheer fact that he joined us literally in the middle of the 18 weeks, myself, as well as the rest of the group feels like this addition could have been handled better and could've perhaps produced a final project of better quality. However, I'm just being critical and must say that the project could've been a lot worse and that we should be happy with our code.

I'm happy with the work I've done. I do usually prefer front end parts of the project like the UI for example however the sales portion of the project that I worked on was quite enjoyable and was a nice challenge to incorporate a proper sales screen unlike the previous sales where only one specific product could be sold at a given time. I was really surprised to have completed it as I originally wasn't that confident regarding my skills of more logic based code and so, looking back, I wish I

would have picked up a code-heavy sector of this project to also work on. I did have some ideas to incorporate however the project was quickly coming to an end so I was unable to pursue them.

To wrap up, I am proud of what LAMN Software has accomplished and I felt a real sense of teamwork. I'm ready for next semester to engage with an actual client and company and hopefully it'll be as good (if not better) than the project we have here!

Alessandro Busacchi:

Working on this project has been extremely challenging. Overall, I can say I'm really satisfied for the results because we've managed to implement almost all the features the client asked us to include. I think the communication between the members of the group has been great, even though I felt a problem to have physical contact with them only once per week.

Personally, I'm happy with the work I've done. What I see to have improved most is the way I communicate with the members and the tutor. I noticed that week by week I managed to be active during the meetings by explaining my point of views regarding certain topics and by showing by implementation progresses. The peer reviews that did in week 9 (especially the Maarten's one) helped me a lot to be more communicative with the rest of the team. Working for 18 weeks on this project has been a good challenge in terms of motivation. Coming back from Italy has been a good move to feel more part of the team. Meet in person with my teammates and the tutor in R10 has been crucial for our work and communication. I feel the addition of a new member (Luc) has not been a good move for the team. I think we lost our *balance* and I felt that made the work harder because the communication with the new member has not been so easy sometimes. However, I can say we showed to be able to manage this kind of changes even some weeks after the start of the project.

In conclusion, I'm happy for the personal and team results achieved, also because I feel I gave everything I could. A thing I can improve for the next time is to keep the motivation high during the project. I hope next year we will be able to work stable in R10. This would help a lot for better for communication and motivation.

Nikola Kličková:

I had never worked on a project of such size and for such a long time before, therefore it has been an interesting and valuable experience. Working in a team is not always easy and sometimes clashes between people can occur, however, I think we did pretty well in terms of communication.

It has been a long project, taking place during a global pandemic which definitely did not make things easier. I've had my own personal ups and downs during the course of this project which also affected my overall performance on this project. Working remotely in the IT field is pretty common and I did not see working from home as an issue in terms of communication. However, at certain point I started feeling unmotivated as I felt somewhat distant from the project, the rest of the team, school and life in the Netherlands as I was in my home country for a long time. However, as soon as I got back to the Netherlands my motivation started improving. If I compare my motivation and the pace of work during the waterfall phase and the iterative phase, I think both my motivation and the pace of work was greater and better in the waterfall phase. What I am proud of though, is the automatic scheduling as I really enjoyed the challenge. However, I wish I could spend more time on it so it could be further

improved and extended. Even though I think I started taking more initiative and started sharing my ideas and opinions more during the course of this project, it still hasn't gotten to a point that I would be fully satisfied with. One last thing I could have done better is not to rely on Maarten as much and offer him help more often. I think he did an amazing job as the leader of our team, however, we all could have helped him more with the communication with our tutor and client as well as help him more with the overall planning.

In conclusion, I really enjoyed working on this project and I am satisfied with the work I have done as well as the work we have done as a team.

Luc van der Putten:

I joined the group shortly after the week 9 submission. Projects of this scale are not new for me considering I have done this semester before in Demand-Based. Still the project was quite challenging, mainly because the group size was new for me. Although I think that in terms of communication we did quite well, and we could solve certain problems with relative ease. I am quite satisfied with the results we achieved while working during a global pandemic.

Personally, I am satisfied with the work I have done, especially because my motivation while working at home has sometimes been completely abysmal. But when we were allowed to go to school again my motivation picked up and it was easier to start working on the project again. The one field I have grown in the most is I think communication, being autistic makes communication very difficult sometimes. But I feel that I have grown a lot in that department, being less silent in meeting with the tutor or in meeting with just the group. I also found it easier to go to the group to ask questions if I didn't know how to fix a bug or when I have another problem. I also feel that having been able to meet in R10 has made it easier to communicate with the group in general.

I think that me becoming the fifth member of the group during week 9 sometimes wasn't the best decision. I have the feeling that the groups dynamic shifted a lot when I joined and that might have thrown the other members of. I also feel that having a fifth member might have influenced the motivation of the other members, because with a fifth member there was less work of each respective group member and that might have resulted in possible dropped motivation. But despite of this we worked hard to create a good result.

In conclusion I found it very enjoyable to work with this group on a project this big, despite some setbacks with being the fifth member and I'm very satisfied with the work we have delivered.

Reflection about applying Iterative

By using the Iterative methodology, we were required to work in small waterfall cycles. This allowed us to meet our client more often than during the Waterfall phase in the first 6 weeks. By meeting our client more often, we received more feedback on our implementation which allowed us to improve our software solution. We were also able to talk to our client about the deliverables more than during the waterfall phase which helped us understand our client's needs and wishes and get a clear vision of what is required from us. We were able to focus on our software solution as Iterative methodology does not put as much focus on documentation.

Reflection on differences between Waterfall and Iterative

There is a clear difference between the waterfall and iterative methodologies. Where the waterfall tries to get a clear picture of what needs to be done In a project, and in what steps these will be done right at the beginning, the Iterative methodology tries to take smaller bites of the issues. The iterative method will let you adjust the path you are taking towards your desired result and makes the decisions you make at the beginning less set in stone. This is very nice in a IT project, since there can be a lot of changes in what our client expects or wants from us. Because of this iterative method you can change the course you were heading in, or divide the work in a different way than expected. During the waterfall phase this is harder. Since you set you deliverables weeks ahead, you can't just change the focus or work division set. If you were to do this you will most likely not finish your previously set deliverables on time.