Media Bazaar

* Date: 10 May 2021
* Location: Eindhoven
* Members:

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* Tutor : Qin Zhao

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Work Division

* As a group, we discussed the problems that needed to be addressed and we split the work evenly among us. First, we created the UML Class Diagram and wireframes together.
* Matei-Cristian Mitran:

1. Application GUI
2. Team Logo
3. Filling in Employees in Database
4. Employee Tab Coding
5. Test Cases Document
6. Presentation
7. Process Report Document
8. Warehouse Classes
9. Item CRUD
10. Cashier and Stocker GUI

* Ioan-Nicolae Popa:

1. Project Plan Document
2. URS Document
3. Employee Tab Coding
4. Test Cases Document
5. Process Report Document
6. Organizing meetings
7. Cashier, Stocker Wireframes

* Plamen Peev:

1. Project Plan Document
2. URS Document
3. Scheduling Coding
4. Filling in database tables
5. Organizing repository
6. Day off and Sick reports
7. Warehouse UML
8. Cashier,Stocker Wireframes

* Alexander Bogdanov:

1. Project Plan Document
2. Website (HTML, CSS, PHP and JavaScript Files)
3. Organizing repository
4. Scheduling on website

* Aleksej Borisov:

1. Website wireframes
2. Test Cases Document
3. Website (HTML, CSS, PHP and JavaScript Files)
4. Item CRUD

Personal Reflection

1. Matei-Cristian Mitran

During the iterative phase of this project, I have thoroughly improved all together as a software developer. I have really enjoyed working for the first time with SCRUM as it is faster paced, there are more client interactions, so it is easier to understand and organize the project development. One thing I did not like about the iterative phase of development is the inability to measure the project process, which was one of the things I enjoyed from the waterfall phase.

1. Ioan-Nicolae Popa

This phase of the project was not as filled with

paperwork as the last phase, but where there was no writing to be done there was more critical thinking to be made. Moving items from one room to the other sounds easy but taking all the math and logic

behind it shows that even the simplest of tasks have behind them complicated concepts and ideas that are not so simple to implement. This phase taught me to take more care into the small steps and to

not take lightly simple ideas.

1. Plamen Peev

During the second phase of the Media Bazar project my team worked dynamically and with more flexible milestones. In my opinion, with the agile methodology we did considerably more convenient work than with the waterfall methodology. Throughout the sprints, we could have easily seen our progress, our mistakes and further improvements that could be considered for the next sprint. I learned how the approach can change rapidly from sprint to sprint, and still have organized way of working. I think that the experience with agile development I had from this phase contributed a lot to my further growth as a software developer.

1. Alexander Bogdanov

This past few weeks after the first demo presentation were better in terms of work division than for the waterfall phase. After we were in an acceptable phase with our HR manager form, I could focus more on the website (which we needed to get started with asap). This phase allowed for more freedom of action as I now could set the milestones I wanted to cross and the flexibility of choosing the time that was best for me to work.

1. Aleksej Borisov

Due to the fact that the "Waterfall" phase of that project was better structured and more predictable our group had a clearer vision on how to provide a proper solution. From my point of view, this method of working is profitable, because it is possible to split it in lots of smaller issues.

Iterative Reflection

The iterative (AGILE) phase of working in which the work is repeated in cycles known as iterations, therefore the team’s understanding of the user requirements and products increases by each cycle.

* Advantages:

1. Flexibility
2. Better organization
3. Issues are fixed better

* Disadvantages:

1. Excessive working time because of no clear end
2. Difficult to measure progress

Differences Between Iterative and Waterfall

First, the waterfall process takes feedback at the end of the project whereas the iterative process takes feedback after every iteration. Secondly, the scheduling of the waterfall is linear (analyze -> design -> develop -> test) whereas the scheduling of the iterative is based on the iteration number (iteration 1, iteration 2, …). Lastly, the workload for the waterfall phase is defined for the entire project whereas for the iterative phase the workload is defined separately, for each iteration.

Meetings Time

Time of meetings with tutor:

* 26 March meeting: 27:35 (Discussing the iterative approach)
* 31March meeting: 30:00 (Distribution of tasks)
* 14 April meeting: 25:50 (Warehouse Manager questions)
* 23 April meeting: 24:00 (Item CRUD questions)
* 7 May meeting: 32:00 (Restock requests questions)