Media Bazaar

* Date: 22 March 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

* 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

* Plamen Peev:

1. Project Plan Document
2. URS Document
3. Scheduling Coding
4. Filling in database tables
5. Organizing repository

* Alexander Bogdanov:

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

* Aleksej Borisov:

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

Personal Reflection

1. Matei-Cristian Mitran

This project took a lot more work and focus than anticipated, but I can say gladly that I learned a lot from working on it. I enjoyed working with my teammates and feeling satisfaction as we overcame the problems of each step.

1. Ioan-Nicolae Popa

The past few weeks have been a some of the intense weeks of my academic life. The waterfall approach meant a lot of detailing into every step into every procedure that was taken for finalizing this phase of the project. We have been on our toes every day before the deadline, exchanging and coming up with ideas out of nothing but little to no time to decide upon which would best fit our needs, without overcomplicating. In the end I think my team was able to deliver a more than capable program that took a lot of time and effort to complete.

1. Plamen Peev

The previous weeks we’ve put a lot of effort and brainstorming, in order to conclude and implement our client’s needs. In this period, with the help of our tutor we’ve learned a lot of strategies and methodologies, which contributed crucially to our development in this branch. The key factors from the project that improved me as a software engineering student are : Learning how to work with short deadlines, handling stress, appropriate division among teammates and contributing a great amount of meaningful work for a short period of time.

1. Alexander Bogdanov

This project was a learning experience for me, and I’m glad to say even though I experienced hardships because of short deadlines, meeting a client’s expectations, I came out as a better software engineer. I am glad I could count on my teammates and tutor for any assistance necessary.

1. Aleksej Borisov

Since the start of the project I gained a lot of new skills and developed the ones obtained from the first semester. That include OOD principles, WAD basics, clearer vision of how the databases work, documentation, and division of responsibilities. This project forced our group to combine all that knowledge to create a reliable solution for our client.

Waterfall Reflection

Waterfall is a way of working that requires the current phase of a project to be finished before starting the next, therefore providing a sequential movement in development.

* Advantages:

1. Clear way of working
2. Predictable timeline
3. End goal is determined early
4. Information is transmitted easily

* Disadvantages:

1. Changing previous phases is difficult
2. Needs can be difficult to define
3. Lack of flexibility

Meetings Time

Time of meetings with tutor:

* 1st meeting: 25:55
* 2nd meeting: 20:30
* 3rd meeting: 23:45
* 4th meeting: 43:21
* 5th meeting: 49:56