VNUHCM - University of Science

CS300 - CSC13002 - Introduction to Software Engineering

REVIEW MEETING REPORT
Sprint #4
20.07.2024 - 03.08.2024

- **Group ID:** 08
- **Group Name:** Super Idol
- **Project Name:** SIBOOKS WEB
- **Reporter:** Lê Phước Phát - 22127322

Student ID	Full Name	Email	Phone Number	Absent / Present
22127174	Ngô Văn Khải	nvkhai22@clc.fitus.edu.vn	0765505836	Present ⌄
22127205	Bùi Lê Khôi	blkhoi22@clc.fitus.edu.vn	0369380864	Present ⌄
22127322	Lê Phước Phát	lpphat22@clc.fitus.edu.vn	0769619867	Present ⌄
22127388	Tô Quốc Thanh	tqthanh22@clc.fitus.edu.vn	0706892767	Present ⌄
22127441	Thái Huyễn Tùng	thtung22@clc.fitus.edu.vn	0901091940	Present ⌄

I. Review Meeting Information
- Meeting Date: **03.08.2024**
- Meeting Time: **20h30 GMT+7 (VN Time)**
- Meeting Location: **Zoom Meeting** (link here)

II. Review Description Description
1. What went well
   - Team members could easily follow the project plan.
   - The team worked well with good progress and no delays.
   - They can code a lot of functions and APIs for this project.
   - They can draw the diagram of system architecture very well.
2. What went wrong
   - The use case diagram.
   - The code about frontend and backend.
   - The backend code for the Payments.
   - The UI Prototype
   - The architecture of the project.
3. What problems and what caused the problems
   - The software architecture diagrams had a lot of wrong issues so they needed a lot of time to fix them.
   - Members had no experience with the frontend code and backend code so they needed a lot of time to learn and fix bugs from code.

- ○ The UI Prototype had a lot of wrong issues with the flow of events, art, ….
- ○ We do not have the experience to design the architecture of the project.
- ○ We do not have enough time to write documents and code all the time.
4. What can be done differently in the next sprint to improve the project?
    - ○ Our team will fix bugs in the code and design the UI prototype.
    - ○ Our team will design the architecture.
    - ○ Our team members need to discuss the plan to code on time.
5. What lessons we could learn
    - ○ The importance of thorough planning and validation of use case diagrams.
    - ○ The need for team members to gain experience and training in frontend and backend development.
    - ○ The significance of a well-designed UI prototype with a clear flow of events.
    - ○ The necessity of having expertise in project architecture design.

III.   Summary of the meeting

- ○ All members were present fully and on time.
- ○ Team members can list all problems of their tasks and give solutions to the next sprint.

HCM City, August 3rd, 2024

Project Manager - Reporter

Lê Phước Phát