# Learning Outcomes

Position: Product Owner
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## Enabling Knowledge

### Peer Knowledge

- Theory of Software Engineering Project Management
  - Based on knowledge i learned in Software Engineering Project Management course in last semester, i partially understand how the project process.
  - Theoretically and practically understand how sprint and scrum working.
  - The basic knowledge of how communicate with a client, project sponsor.
  - How well communicate with whole team.
  - Duty of Product Owner and Business Analyst.
    - Identify the client needs
    - How can I deliver a client needs to team effectively.
  - Identify critical issue and how prevent
    - Project delay
    - Low quality of function
  - Creating and managing documentation
    - Project Charter
    - Product Backlog Items list
    - WBS
    - Risk Management
- Programming technique
  - Basic use of HTML
  - Basic use of CSS
  - Basic use of PHP
    - Session control
    - Connecting with Database

## Lesson Learning through the Capstone Project

- Enhanced of Software Engineering Project Management
  - How team able to prevent a delay
    - More Frequent communicate
    - Identify a team member issue.
      - Supporting a team member
        - Searching API
        - Technical Support.
- Programming Technique
  - Enhanced of PHP and database skill
    - Create database server
    - Build database structure
    - Create the database relationship
    - Welling using of PHP with SQL
  - Using of Bootstrap and API.
    - Effectively create the HTML form.
    - Effectively create the CSS

# Critical Analysis

In the project management aspect, the team Nightmare used Agile methodology. The agile methodology is useful to interact on frequent changes during the project. Our team tried to work on the project based on Software Engineering Project Management course which we learned in previous course. Respond as quickly and flexibly as possible to client new request, and strive to establish the software based on the customer's needs as much as possible. During the project our team was faced many changes from discuss with client and project sponsor. The project sponsor 'Reza' was point it out about what we missed in the project and every times when we got advices from project sponsor, our team tried to move flexibility from advices. However, no matter how we well following the methodology, there are still a lot of problems. Our team thought we followed the methodology as well as we could, however we was suffered from many reasons.

- Project delay
- Poor quality of Output
- Incorrect Understanding of feature
- Communication issue

- Conflict

Agile is great methodology. However, the more important things in a process is the people who followed the methodology. No matter how good the development methodology is used, the team never expect good results unless the people who follow the methodology have the same alignment

# Problem Solving

Even Team "NightMare' tried to follow the Agile Methodology as much as they can. However, there are still a lot of problem which Agile can not help. During the project, identified issues are down below.

- Lack of project planning: During the project, The product owner found out few of important planning was missed. After consulting, the team decide to add it to the product list and implement it.

- Lack of communication: Communication issue was one of the hardest issues during the project periods. some of the members of the project were not ready to accept the agile methodology well. They sometimes do not interact with the team frequently and sometimes the team has to wait until the client meeting time. The team was succeeded to deliver most of the feature, however, they are hard to tell they were well managing the communication.

- Project delay: During the project planning phase, our team tried to get same goal and clear goal. By incorrect understanding of project, the team was faced a project delay issue. Identified reason is down below.

  - Poor product quality
  - Can not deliver the functionality at on time
  - Incorrect understanding of product

  By having consultation with project sponsor, the team was able to have clear understand and they can develop the right functionality .

- Different condition of student
  - Part time student

- - ■ Due to busy of work, some members in a team hard to get enough time to make functions.
    - ■ Due to night overtime work, hard to participate a team meeting.
  - ○ Full time student.
    - ■ Due to other subject, sometimes some student failed to effective time manage.

- Conflict: In middle period in the project, the team was facing a serious problem for responsibility. One of member in team was complained about work sharing. Team was in conflict more than two weeks. The member solved the problem through consultation with project sponsor and project leader.

- Inability: Match making systems are an unfailmar field for all member. During running project period, whole member in the member was faced a lot of programming technique issue. Personally, whole back-end process(database and database structure) was the new. I was able to solve the problem through spent a lot of time in Stack-overflow, W3school, and help from technical expert in field.

# Communication

As mentioned above, communication is one of the hardest parts to figure it out. Sometimes each team member cannot communicate with each other due to personal busy. And it was one of the main reason for the project delay. Our team used 'Slack' for communications method for alive communication and scrum online meeting. In most cases, the team members used the 'Slack" channel well and they showed positive interactions. Through establish channel, the team 'NightMare' was running the scrum meeting.

- Scrum Meeting
  Meeting was regularly processed at least twice a weeks. Whole team members has a responsibility to present above three question, other members able to know where he/she at, what he/she done, and the obstacle.
  - ○ What did i yesterday
  - ○ What I will do today
  - ○ What is current obstacle.
- Not only Scrum Meeting

The member in the team was communicate when they having some issue. Normally they discussed with Product Owner. When product owner decided to discuss with project sponsor, Project owner asked the checklist to project sponsor via email.

Due to limitation of physical and time restriction, Product Owner and Project sponsor sometimes was communicate via email. To address time constraints, product owners and sponsors communicate by email. Email is no need to wait until Friday when client meeting is run. The product owner email clients or project workers to increase customer satisfaction.

The regular offline meeting was run on every Friday 12:30 - 2:30. During the regular offline meeting, the product owner reports progress to the project sponsor / client. Through the report of the product owner, the sponsor sometimes provided more detailed guidelines. The product owner discusses the changes with the team according to the feedback of the sponsor. And this modification reflected to sprint during regular offline meeting.

# Teamwork

## Project Leader & Developer: Morgan Sylven

Project Leader is lead the team to right direction with clear vision. Through the diagram he helped the team to clearly understand the project. He prioritized the project through consultation with the product owner, and then fairly distributed the work to the team to proceed with the project.

The team had many technical problems during the project. Especially when one of the team was having php skills problems, he was support the team member trough many resources and link.

As a developer, Morgan Sylven create the registration functionality through email validation..

## Product Owner & Business Analyst & Developer: Jimin Ahn

Jimin serves as both a product owner and a business analyst. He has a responsibility to make sure about what client needs and communicate with team effectively and accurately. Also, as a business analyst, he need to communicate with client frequently, and respond

flexibly to changes in their needs, and consult with the team to ensure that they have a clear understanding of the results.

As a product owner, when the team produces the results, product owner evaluate the product quality and tell to the team whether the results meet with client requirement with feedback. If the results do not meet the criteria, product item return to product backlog list and proceed in the next sprint.

As a developer, Jimin create the back-end system in Match Making system. His primary role as a developer was to enable all data transaction using php and SQL on the database server.

## Developer & Web Designer : Xin Xie

His primary role as a developer was to create the front-end design. He was responsible for the overall design of the website through APIs and so on. He had problems early in the project due to lack of PHP knowledge, but with the help of project leader and project sponsor, he solved the problem.

## Developer & UX Designer: Moonyoung Jung

As a developer, she build and early server and develop the ability to store and use the values needed for the server. She also provided a working environment for all members to work in one space by creating a C9 server.

## Developer: Matthew Hezel

As a developer, He created the function for message function and Profile update for whole users in the system.

# Responsibility

## Product owner && Business Analyst.

As a Product owner, i had the vision during the project periods. And also as a business analyst, gather and identify the informations about what client needs. By Creating the

product backlog items, make teams know what they have to create for this project. Mainly covered during the project as a Product owner & Business Analyst is down below.

- Require Gathering
- Create Product Backlog Items
- Set prioritize
- Set the Acceptance criteria
- Quality assurance

## Developer

As a developer create the functionality based on sprint planning and High prioritize of product backlog items. The function i covered during the project is down below.

- Login
- Register
- Algoritem
- Database structure
- Session control
- Admin function
- Edit_information
- edit_preference