

Team Project – Completion Form

The result of the work will be:

- a) UML – USE CASE diagram
- b) Create a logo
- c) Fill in this form
- d) Submit your work to Git
- e) Create a presentation of all your work

1. Team Name:

Bily

2. Team Members:

- A. Oleksii Teleshev

3. Roles of team Members: (Project Leader, Designer, Analyst, Developer, Documenter, Presenter, Tester, Communication Manager, Coordinator, etc.)

- A. Team-leader, programmer, designer, AI-manager, everything else

4. Project Goal: (Briefly describe what the team aims to achieve. What is the main objective of the project?)

Main goal of this project is to create an application which corresponds to minimal requirements in TP.

5. Project Milestones: (Analysis, prototype, testing, presentation)

Milestone 1: Create raw application skeleton

Milestone 2: Present it

Milestone 3: Polish application

Milestone 4: Present it, final.

6. Risks to Achieving the Goal: (Identify potential risks that could impact the achievement of the project's goal. e.g., time constraints, lack of resources, poor communication, etc.)

Ethernet shutdown, death of only team member, expulsion from school of only team member.

7. Risk Management Plan: (How does the team plan to handle these risks? Describe the strategy for minimizing these risks.)

Use pigeon as a way of communication, hire necromancer in case of death of only team-member, appeal a decision of expulsion of only team member.

8. What I Will Gain from Working on this Project: (Describe the personal benefits of working on this project for each team member. e.g., new skills, experience, teamwork, development of specific abilities, etc.)

New skills, experience, teamwork, development of resurrection abilities, development of coding abilities.

9. Meeting Schedule and Communication: (How often and when will the team meet? What communication channels will be used? e.g., email, chat, video conference, etc.)

Since the team consists of only one member, all meetings and communication will take place inside that team member's head 24/7.

10. Progress Evaluation: (How will the team track its progress? e.g., regular milestone checks, feedback among team members, etc.)

Regular milestone reviews and TP-aligned functionality checks.

11. Additional Notes: (Here, team members can add any other information or notes they consider important for the successful completion of the project.)

Usage of JavaFX.

13. Resource Requirements: (List the resources needed for the project. e.g., software, hardware, research materials, access to specific data, budget, etc.)

Laptop, IntelliJ Idea, Ethernet, Documentation, AI, consultations with people more advanced in application development.

14. Division of Tasks: (Break down the project into specific tasks and assign them to individual team members. e.g.,

Task 1: Everything – Oleksii Teleshev

15. Contingency Plan: (Describe the plan in case something goes wrong. e.g., what steps will the team take if a key member cannot contribute as expected, or if a significant delay occurs?)

In case only team-member is not able to complete a task assigned, there is nothing the team can do.

16. Feedback Mechanism: (Outline how the team will give and receive feedback throughout the project. e.g., regular peer reviews, post-milestone evaluations, anonymous feedback forms, etc.)

Progress evaluation according to milestones. Anonymous feedback forms.

17. Quality Assurance: (Define the criteria for quality and how the team will ensure the final output meets these standards. e.g., code reviews, proofreading, testing procedures, etc.)

Proofreading from a person or a group of people which have more experience in work with Java/JavaFX.

18. Communication Protocols: (Detail how communication will be managed. e.g., How often should updates be provided? How will decisions be made? What platforms will be used for different types of communication?) MTeams, GIT.

For communication will be used GIT and internal voice of only team member

19. Conflict Resolution: (Establish a process for resolving conflicts that may arise during the project. e.g., If a disagreement occurs, how will it be handled? Who will mediate?)

Send team member to psychiatric ward (optional)

20. Project Review and Reflection: (After the project is completed, how will the team review their work and reflect on the process? What went well? What could be improved? What lessons were learned?)

Proofreading from a person or a group of people which have more experience in work with Java/JavaFX.

21. Ethical Considerations: (Address any ethical issues related to the project. e.g., How will the team ensure that their work is ethical? Are there any privacy concerns, or data protection issues?)

Because the work is fully made from scratch, there should be no issues with any copyright.

22. Success Criteria: (Define what success looks like for this project. What are the key indicators that the project has been successful?)

Application functions as

Key indicator of project being successful is a grade higher than 3.