

|  |  |
| --- | --- |
| |  | | --- | |  |     **Process Report**  Group 4 – 4Tech Developed by:Icon  Description automatically generatedDeveloped by:Icon  Description automatically generatedDeveloped by:Icon  Description automatically generatedDeveloped by:Icon  Description automatically generated 28-03-2022  Fontys R10 Eindhoven  **Members:**  Melissa Rodriguez  Servet Celik  Robert Hadnagy  Lloyd Welles  **Tutor:**  Tim Jansma  21-03-2022  Fontys R10 Eindhoven  **Members:**  Melissa Rodriguez  Servet Celik  Robert Hadnagy  Lloyd Welles  **Tutor:**  Tim Jansma  21-03-2022  Fontys R10 Eindhoven  **Members:**  Melissa Rodriguez  Servet Celik  Robert Hadnagy  Lloyd Welles  **Tutor:**  Tim Jansma  21-03-2022  Fontys R10 Eindhoven  **Members:**  Melissa Rodriguez  Servet Celik  Robert Hadnagy  Lloyd Welles  **Tutor:**  Tim Jansma |

Contents

[Work division 3](#_Toc98850932)

[Work overview 3](#_Toc98850933)

[Personal reflection 4](#_Toc98850934)

[Melissa 4](#_Toc98850935)

[Servet 4](#_Toc98850936)

[Robert 4](#_Toc98850937)

[Lloyd 4](#_Toc98850938)

[Waterfall reflection 6](#_Toc98850939)

[Strengths and weaknesses of Waterfall 6](#_Toc98850940)

# Work division

## Work overview

We divided the most necessary features for the application amongst our group members, meaning that we either assigned a member 1 big assignment, or multiple smaller ones.

The features we had divided are as follows:

* Employee management
* Schedule Management
* Sending and receiving reshelve requests
* Applying absence requests
* Approving/Rejecting absence requests
* Changing passwords
* Login

# Personal reflection

## Melissa

Being this my second experience with application development for a client, I had some experience regarding the group dynamic, the client’s involvement and the technical parts that were required for the project and I knew this was not going to be an easy task.

The group dynamic and the distribution of responsibilities in the team were also one of the biggest sources of learning on this project. I discovered that in IT (Information Technology), the instructions and requirements when dividing the workloads and when designing every part of the application, need to be very precise and clear, since there is more than one way to get the job done and it is difficult to review someone else’s code and to apply suggestions to it with a very short dateline.

My experience with this group was in general very positive, as every member was accountable for their acquired responsibilities, however, I see that time management and sticking to the deadlines is still something we struggle.

Another source of improvement is in the design segment. Although, we have learned a lot from our past projects, and have got new knowledge in terms of UML diagrams design, we found that it was difficult for us to create an accurate first design, in which we could base our phasing and code structure. We had to reinvent our UML after we realized the first version did not allow us to create sensitive and cohesive code between the different functions.

Overall, the experience was enlightening. It taught me a better way to work in future projects, it gave me a better system on how to divide workload in an IT project and gave me more confidence to believe I chose the right profile.

## Servet

## Handling a project that big and complicated was a quite struggle. The fact that it was a project that required us to constantly learn new concepts while working on it on the one hand, made things even more complicated for us. However, when we look at the point, we have reached in such a short time, I think that we have learned very important things in this short time.

## This project not only allows us to spend more time on concepts such as GIT and WinForms that we have learned so far, to make up for our deficiencies and to become more professional but also it allows us to learn new concepts such as unit testing, error handling, polymorphism, database systems, which are new for us but will be vital in the future. Although we did not have a chance to apply all these learned concepts to our interim version due to limited time, I have no doubt that a successful product will emerge when we apply these and new concepts that we will learn in the future to the final version of the application.

## Finally, I would like to thank my group friends who have not spared their help in bringing our project to these stages. It made things much easier for us that they showed a real teamwork by doing their best for the other group members at every stage.

## Robert

## Lloyd

Even though this is only my second big coding project, I believe it went pretty well up until now. It always takes a little bit of time to learn working with a group, however it’s always faster when it is with people you know. That aside there were some new difficulties this time around, being the involvement of a client and our involvement with him. This results in an incomplete assignment in which we, as a group, have to find the answers and specifications.

The start of this project felt a but slow. Most of the time we wanted to start coding, however we needed a lot of preparations beforehand, and when those were finally done we had yet to fully understand the new coding principles taught to us. When the basics were down and we could start coding we felt like we were making a lot of progress again. We later found out though that our UML Diagram was lacking quite a bit of info, and that nearing the end our planned deadlines were sometimes not being met. Giving us two important points of improvement.

Overall I think it has already been a good learning experience, even though the client side is ‘simulated’. I now know that evenly spreading the workload is fairly doable, and that with all the new knowledge a future project can be even better.

# Waterfall reflection

## Strengths and weaknesses of Waterfall

The Waterfall method requires you to plan and look ahead from the start. It forced us to visualise the big picture and requirements of the project and allowed us to split the work accordingly in terms of requirements and functionalities to be developed.

It also helped us to set up a road map with deadlines so we could have more traceability on the faces required to fulfil the customers requirements as well as getting our project documentation in order. It also helped us to seek for constant feedback from our tutor before starting the implementation phase, to ensure we were on the right path before starting to divide the work.

Although we found some advantages to the waterfall method, we also encountered some challenges due to its disadvantages. The waterfall methodology is based on following steps set at the beginning of the project, this means that if you set up hard deadlines from the start, you may realize near the end that not all of them can be reached. It also means that work can’t start, unless the phase before is done, which slowed down some progress on our project.