

Professional standards: PhishGuard

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Class: 08/EN

Group: 02

Date: 2026-01-21

Introduction

This document serves as a support for my personal contribution to this project through various tools we used and conclude what are the outcomes of using those tools within group environment.

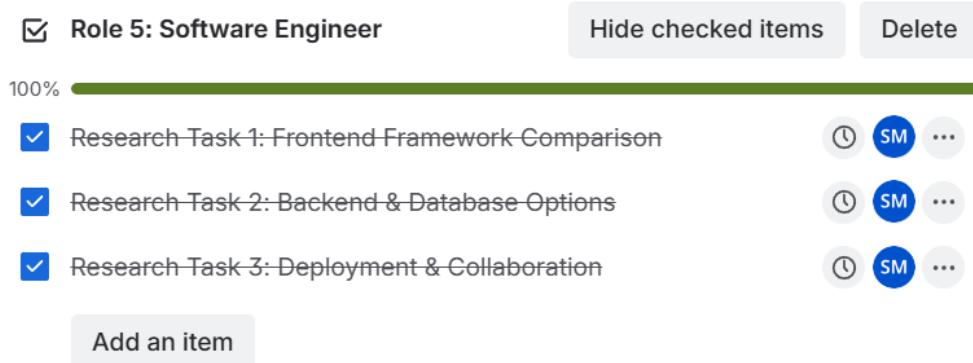
Used tools

Trello & Figma

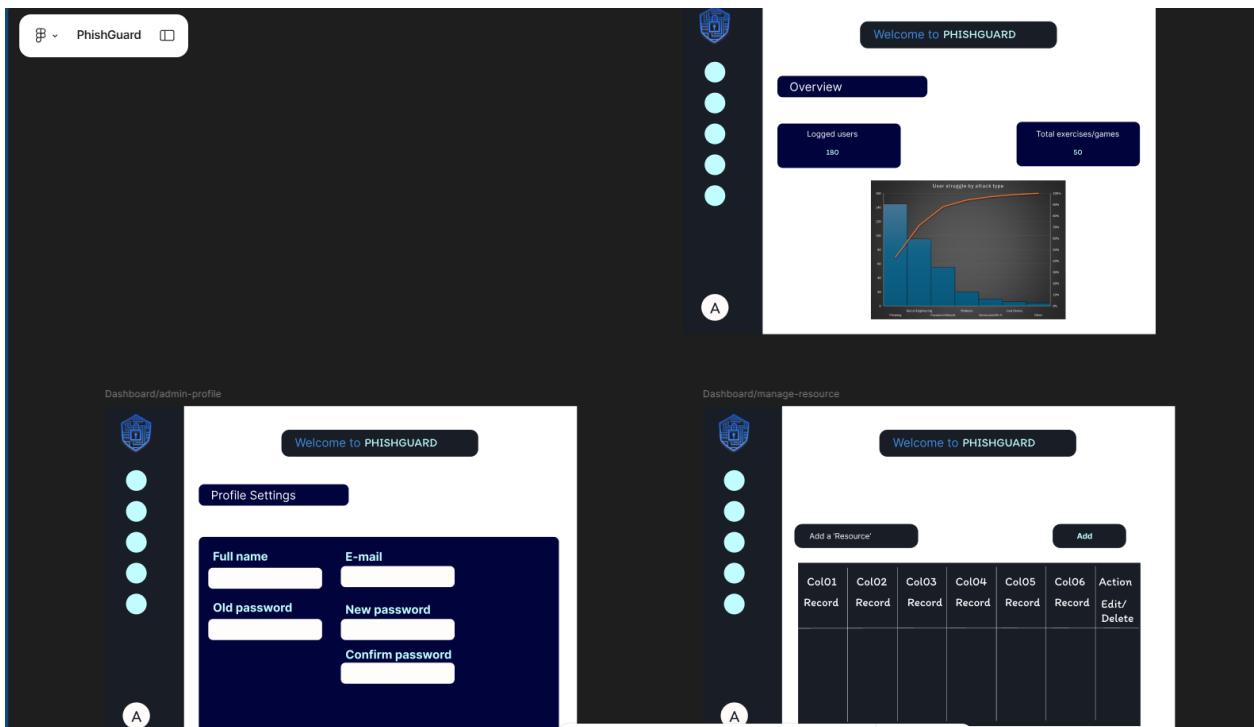
All tasks delegation were done using Trello board, following the Agile method.

My contribution involves:

- Research tasks: Those are the tasks I did research on:



- Design tasks: Designing the dashboard using Figma:



Task:

Design

[+ Add](#)

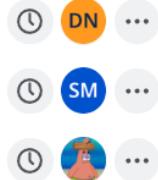
Frontend part

[Hide checked items](#)

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100%

- Task 01: Login page
- Task 02: Dashboard
- Task 03: Game screen



- Development task: Implementing the backend, core logic of the app:

A screenshot of a Trello board titled "Implementing pages". At the top right is a "+ Add" button. Below it is a message: "Select **Connect to Trello** to get started from the Board Button". On the left, there's a checkbox labeled "Pages" which is checked. To its right are "Hide checked items" and "Delete" buttons. A progress bar at the bottom shows 100% completion with a green bar. The list of items includes: Dashboard (Simeon), Game Screen (Roku), Welcome Screen (Zed), Login Page (Daniella), Game Over Screen (Roku), and Conclusion (Zed). Below the list is a "Add an item" button. The sidebar on the right shows labels: ns, S, and I.

- Dashboard (Simeon)
- Game Screen (Roku)
- Welcome Screen (Zed)
- Login Page (Daniella)
- Game Over Screen (Roku)
- Conclusion (Zed)

- Database: Designing the database, ERD diagram, connecting the database to the backend:

✓ Database modelling



Members



- Testing: Verifying the core features are working, validating requirements:

✓ Verification and validation

+ Add

No account found

Select **Connect to Trello to get started** from the Board Button

Verification & Validation

[Hide checked items](#)

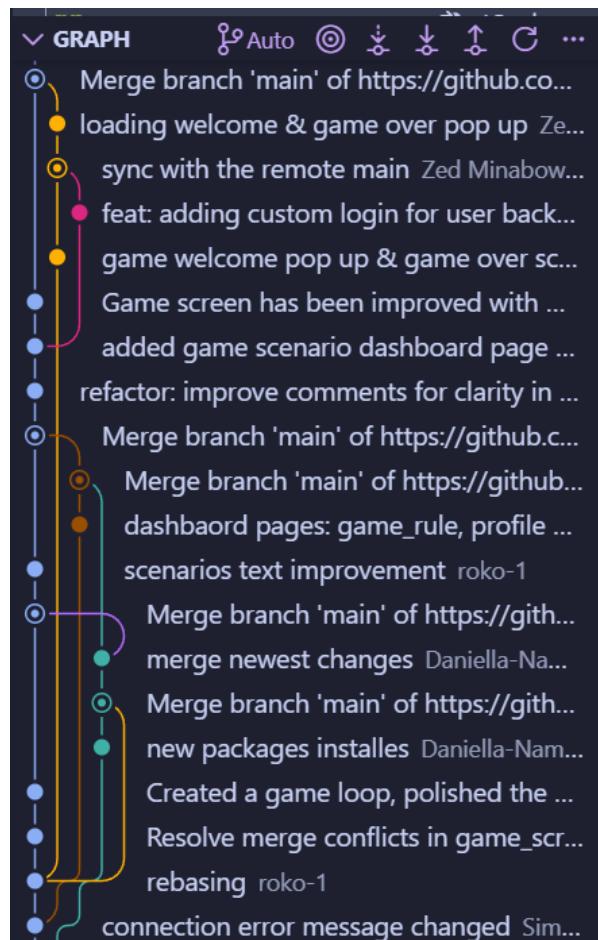
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100%

- 
- Introduction (Zed)
 - Verification of core features (Simeon, Zed, Roko, Daniella)
 - Verification of functional requirements (Mostly Zed, Partially Simeon)
 - Validation of non-functional requirements (Mostly Simeon, Partially Zed)

Git/GitHub

For version control over our project's history, we decided to use Git & GitHub.



This is a Git graph, which represents our contribution over time (The blue dots mark my contribution).

Here is a snapshot from GitHub showing only my commits (Note: On the image are visible only my latest commits):

-o-	Commits on Jan 19, 2026
	feat: adding custom login for user backup, where the user data is syncs with the external auth provider and fixed route to navigate to game screen after successfull login  Simeon31 committed 2 days ago
	added game scenario dashboard page and pareto chart on dashboard overview for user's struggle per attack type  Simeon31 committed 3 days ago
-o-	Commits on Jan 18, 2026
	refactor: improve comments for clarity in hints and db files  Simeon31 committed 3 days ago
-o-	Commits on Jan 16, 2026
	Merge branch 'main' of https://github.com/Simeon31/Group-Project-05-PhishGuard ...
	 Simeon31 committed 5 days ago
	dashbaord pages: game_rule, profile & hints  Simeon31 committed 5 days ago
-o-	Commits on Jan 15, 2026
	connection error message changed  Simeon31 committed last week
	game_screen page overwritten  Simeon31 committed last week

Communication channels

For communication we used Teams for the online meetings and WhatsApp for more casual messaging.

Core values

I found myself trying new **challenging** things throughout the project, which made me **work under pressure** and be a **team player**. I also learned to be **patient**, since this a quality that is valued and necessary for successful collaboration.

Conclusion

Using professional tools within a group gave me an idea of how working with other people in a professional environment looks like, making you adapt, agile and find a way to communicate efficiently with your team members.