

## **Professional standards: PhishGuard**

**By:** Simeon Markov

**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.

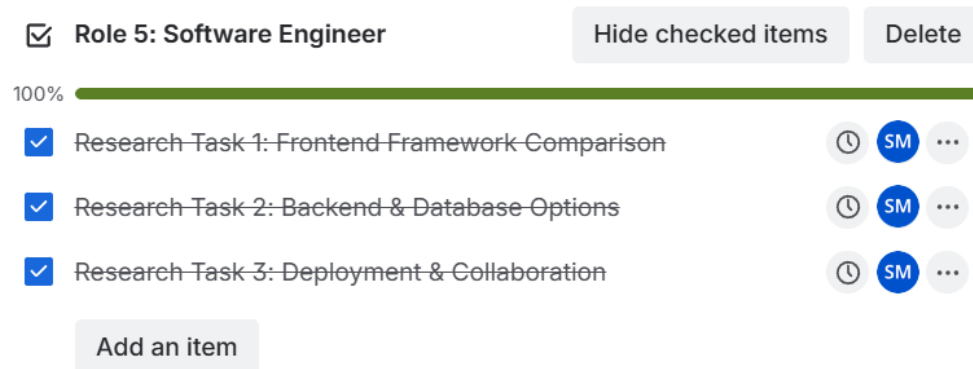
## Used tools

### 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

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☒ Frontend part
 Hide checked items
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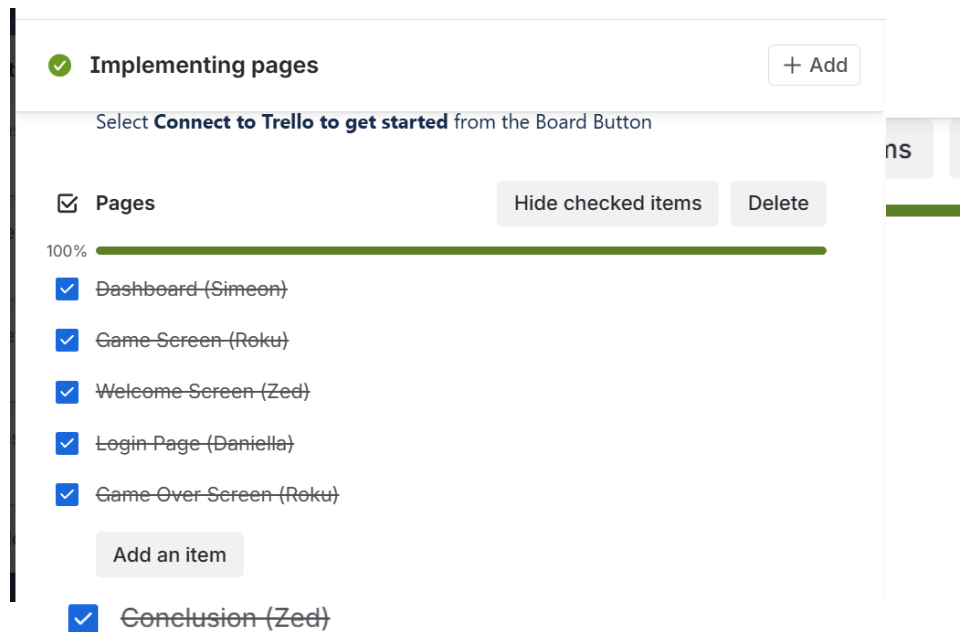
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☒ Task-01: Login page

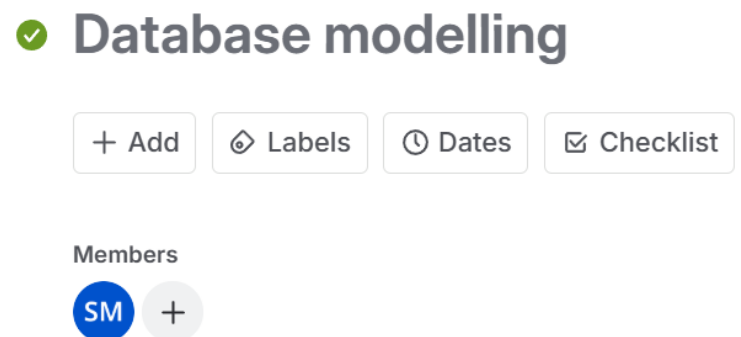
☒ Task-02: Dashboard

☒ Task-03: Game screen

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



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



- 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

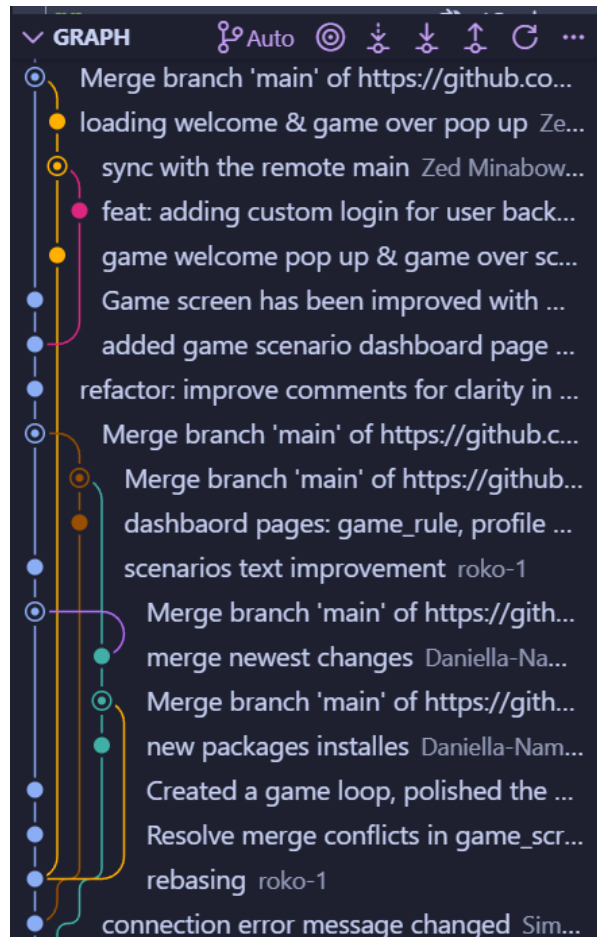
Delete

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)

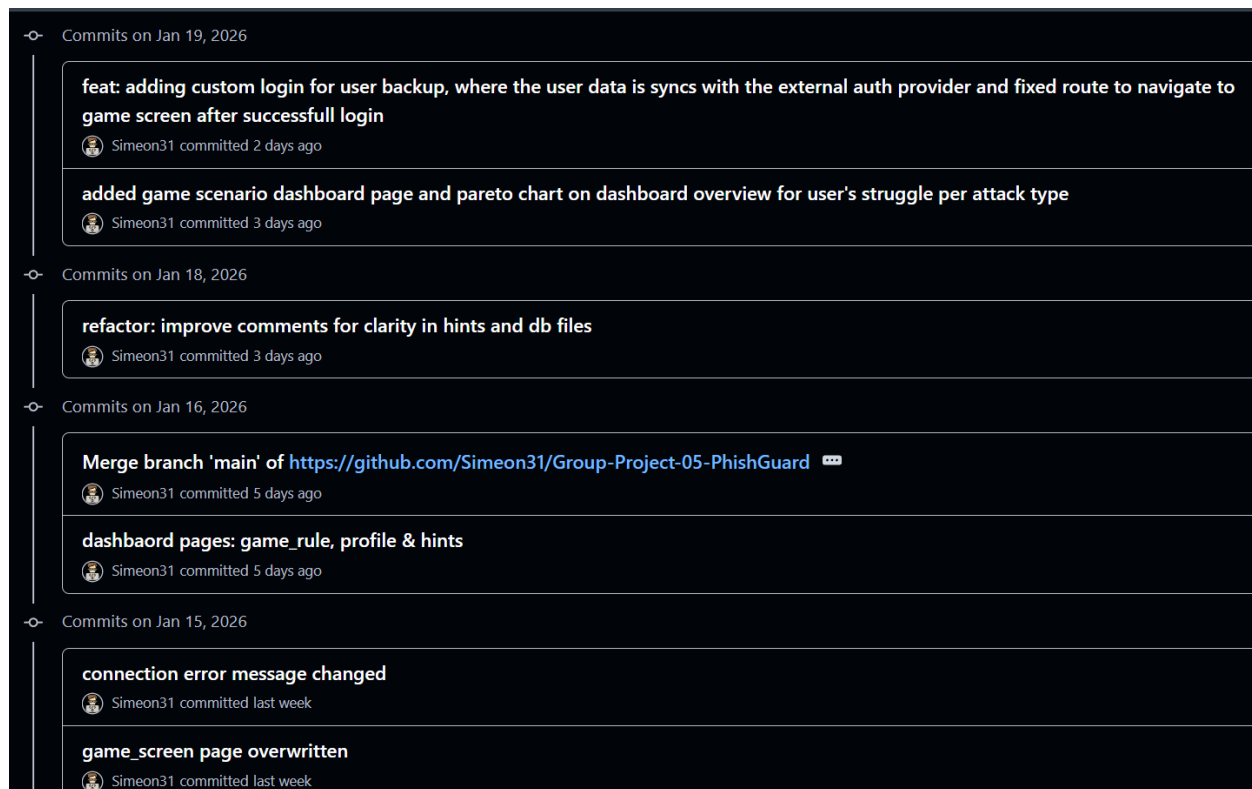
### Git/GitHub

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):



## 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.