Progress Report - PhishGuard

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Introduction

This document describes how our group worked together during the PhishGuard project. It focuses on what we did per week as a group and how our actual progress compares to the planning we made in our project plan document. The goal of this document is to give a clear view of our teamwork, decision making and progress throughout this project.

Our Progress per Week

- ### Week 1

In the first week, we mainly focused on orientation and planning. As a group, we discussed different project ideas and decided to work on a passion project. After talking about the topics each of us had in mind, we came up with ideas and goals we wanted to achieve with this project. After we combined our ideas we came up with PhishGuard. Once we had a clear idea of what we wanted to do we started working on the project plan document together. This week went according to plan.

- ### Week 2

In week two, we started working on our analysis and research documents. For our analysis document we discussed the problem we wanted to solve in more detail, defined our target audience, created user stories and the MoSCoW table. At the same time, We thought about all of the research that would need to be done for this project and we divided them into individual research tasks. This week took a bit longer than expected, mainly because we spent extra time aligning our different ideas.

- ### Week 3

Originally, week three was meant to be fully focused on design. But like we said above, we were still finishing small parts of the analysis and applied research during this week. We did start designing in Figma, but progress was slightly slower than planned. We used this week to review early designs together and discuss screen flow and game mechanics. We spent some more time working on the project at home to make sure that all of our figma designs would be done by the end of this week.

- ### Week 4

During week 4 we worked on realising our project. In the last week we divided the pages we needed to design among us, so during this week we worked simultaneously on coding the pages each of us designed in week 3. We created our pages, screens/pop-ups and we started

implementing our core features. This week required more communication and teamwork, because we weren't able to come to school due to the horrible weather conditions, but we managed to stay on track.

- Week 5

In the final week, we were making final changes to our projects code and we started the verification & validation phase of our project. We reviewed whether our must-have features were implemented correctly and validated both functional and non-functional requirements. During this week we worked on final improvements and tests.

Comparison with Original Planning

When comparing our actual progress with the original project plan, we noticed that the overall structure stayed the same, but the timing was a bit slower than we intended. In the original planning, week one was meant to focus on research and choosing a topic. This matched our actual progress well, because during week 1 we selected PhishGuard as our project idea and started working on the project plan.

Week 2 was planned as a full planning and analysis week. In reality, this phase took longer than expected. We did start with analysis and research in week two, but some parts of the analysis work continued in week 3. This delay happened because we spent extra time aligning our ideas, refining user stories and making sure everyone agreed on the project's direction at that time.

Week 3 was originally planned as the design phase. However, because some analysis tasks were still ongoing, the design phase started a bit later than planned. We did still begin working in Figma during this week, but design progress was slower and partially overlapped with unfinished analysis work. Each of us did some extra work at home to make sure we still finished the figma designs during this week.

Week 4 was planned as the realisation phase, which is also how it turned out in practice. Even though some earlier work was delayed, we were able to catch up and start the development during this week by dividing tasks and working simultaneously.

Week 5 was planned for verification and validation. This matched our actual progress aswell. as we used this week to test our project, validate requirements, and make final improvements on our code.

Conclusion

Overall, our group collaboration during the PhishGuard project went well. Even though we were a bit slower at the start, we communicated clearly and made changes on our planning when needed. The ground rules helped us stay organized and respectful. By the end of the five weeks, we successfully completed the project and delivered a working product that matches our original goals.