

Assignment 3

OUR IT PROJECT

Course:
code and
name: COS
C2083 Intro
to IT
Lecturer:
Nguyen
Minh Long
Group: 24



$$T = 2\pi \sqrt{\frac{a^3}{\mu}}$$

$$\mu = G \times M(\text{sun})$$

$$T = 2\pi \sqrt{\frac{149,597,887.5^3 \text{ km}}{132,712,440,018 \text{ km}^3 \text{ s}^{-2}}}$$

$$T = 2\pi(5022643.737) \text{ s}$$

$$T = 31558201.33 \text{ seconds}$$

$$31558201.33 \text{ s} \times \frac{1 \text{ minute}}{60 \text{ seconds}} = 525,970 \text{ minutes}$$

$$525,970 \times \frac{1 \text{ hour}}{60 \text{ minutes}} \times \frac{1 \text{ day}}{24 \text{ hours}} \approx \underline{\underline{365.25}}$$

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I. Team Profile

1. Team name: 24 Algo

2. Personal Information

a. Loi (s3916890)

Ton Duc Thang University was my alma mater when I was a sophomore. Computer Science was my prior major, and it is a well-known major in the IT field. During my time at Ton Duc Thang University, I got the opportunity to study in the Czech Republic for seven months at VSB Technical University in the Ostrava district. Nonetheless, because of the Covid-19 epidemic, I was obliged to return to my country and terminate my studies in the Czech Republic. Now, I'm a freshman at RMIT University, majoring in information technology. To be honest, I spend much of my leisure time playing badminton and watching movies or technology events.

b. Ky Anh (s3914486)

My name is Nguyen Thai Ky Anh (S3914486), I am 19 Years old. My ambition is to become a computer engineer after graduating from university. I want to have a secure future and contribute to technical advancements. I am fascinated by computer science and the discovery of new technologies. Furthermore, sports are an important part of my life, and I often decide to swim after a hard day at the computer since it provides me with a cool and refreshing vibe. I quite like machine learning and artificial intelligence. It may be the trend in the future. In addition, while studying online, I also researched and learned more about web programming. I am curious and interested when I can create my own blog in the future. About my experience in IT I can write a website and create useful tools in Python.

c. Quang (s3927039)

The reason why I came to It is that when I was 15 years old, I read an article about information technology, which mentioned server computers. I was fascinated by the number of calculations that this machine did in one second - 10 trillion calculations per second. Since I read that article, I started to explore the world of IT. I have tried to find out the mechanisms of computers and robots for 3 years in High school. I got inspiration from my brother, who also studies Information Technology in the University of Science and Technology in Danang. One day, he showed me how he developed a snake game in 1 hour, which inspired me a lot in program development. When I was in grade 12, I started to learn how to code. It's quite late for me to learn coding at the age of 17, but this is the first time that I find interest in programming. I studied on Codecademy, which is my favorite website about teaching coding and the teaching method is suitable for new students. When I got into RMIT University, I learned much more about the art of code and much knowledge about information technology. The reason why I chose RMIT as my university is that RMIT has a team of lecturers, who have many experiences in the field of information technology. Moreover, the study environment in RMIT is much better than other universities, the facility here is fully equipped with modern devices, which support me a lot in my study. I hope that during my study in RMIT, I will learn much more about the world of IT and coding. Also, I think that learning in RMIT can help me to create new relationships and learn soft skills such as communication or teamwork.

d. The Anh (s3927195)

My name is Nguyen The Anh - s3927195. I was born on October 28th, 2003. I have spent all my school years in Hanoi, and this is my first time studying far from home, here at RMIT University SGS campus. Ever since I was in primary school, I have always been fascinated with playing video games, and that is the reason why I stumbled upon the game development

industry. My dream goal has always been the same since then, to create one of the most successful, popular and unique games for everyone around the world to enjoy. Although I believe I have little experience in professional programming and the IT industry, I always strive to improve myself to develop the skills needed for this career path. Other than that, I also enjoy playing guitar and practicing martial arts in my free time.

3. Group processes

We implement a task system on paper for our team's workflow. My job is to assign responsibilities to the members, particularly for Project Idea. I believe Project Idea has the most components, even more than Assignment 1 and Assignment 2. This time, my team and I are paying close attention to the tools and technology, most notably GitHub. Our team works well together, and we aren't as careless as we were in Assignment 2. This time, we're working on two new features for our product: AI (Artificial Intelligence) and augmented reality (AR). (AR) (Augmented Reality) (Augmented Reality) (Aug We use AI in Chatbot; the purpose for creating Chatbot, which might help decrease Covid-19 infection, is discussed in the Project Idea section. In terms of the AR capability, our team hopes that buyers would utilize the 3-D Model on their phone's app to decide where the motorcycle should be placed in their home.

4. Career Plans

a. Loi

I've discussed with everyone about what their ideal job is. Quang and The Anh's dream careers, as far as I know, are both about games, while Ky Anh and I are both about websites, however Ky Anh focus on educational website creation while I concentrate on sales website development. Finally, I believe Quang and The Anh will collaborate in the future in this subject whereas Ky Anh and I can complement each other's web development skills.

b. Ky Anh

As far as I can tell, Quang and Anh's work ideas are similar in that they both seem to have an interest in gaming, hence their concept is to build a game. The work necessitates both creativity and complicated programming. They aim to make new games that provide thrilling experiences for players, and they feel that this type of work will become popular in the future. This work as a programmer, in my opinion, is suited with both Quang and Anh. And they are also actively exploring and learning more about website design. Loi and I agree on a few topics. We are all working on the same project, which is to design a website. Both employ the same web programming: HTML, CSS, and JavaScript. So, I believe Loi and I can collaborate in the future to advance our careers. We work well together and always support each other, plus we are aiming to learn more about team management.

c. Quang

From my prespective, I think that The Anh and I have one interest: game development. If we cooperate as a team, we will develop our own indie game with an interesting story and good graphic quality. Talking about Ky Anh and Phuc Loi, they both share the same interest in web development, which is fairly common in the IT field, they can form up as a team to construct websites with beautiful design and friendly user interface.

D. The Anh

Based on the ideal job of my team members, I have come to learn that Quang and I have the same interest in game development. We both have an ideal job of working at a major game development company, and desire to develop a video game of our own. Therefore, I believe it is very likely and beneficial that we may work together on other projects in the future, and help each other develop the skills required to succeed in the video game industry.

II. Tools

Everyone knows how to use GitHub and always has a clear comment after every commit.

III. Project Description

1. Overview

a. Topic

The development of AI (Artificial Intelligence) and AR (Augmented Reality) features will be the emphasis of Assignment 3. AI and AR are not only a popular technological buzzword on the Internet these days, but they are also a way to illustrate the evolution of technology in our fast-changing world.

b. Motivation

People and I could not come to the shop or hang around to do stuff in this Covid-19 era because of social distance, it was not very pleasant. Even if customers come to the store, Covid-19 might spread at a faster rate. Since that time, I've been thinking about how individuals may go to the supermarket and serve their own demands without becoming infected with Covid-19.

Many individuals become unemployed, destitute, and we cannot even go out on the street for the sake of our health and safety because of social distance, but I believe it is also a chance for us to nurture knowledge and self-growth. The interesting aspect is that I am into the motorbike sphere, especially Suzuki. I desire to create a website that sells quality motorbikes

with the aim of making money by combining business and technology. However, we initially plan to develop with simple design and Login function to login.

Until I came to RMIT university, I was taught the lecture with regard to AI and AR, which prompted me to design a product that would provide convenience while also ensuring the user's health's safety. It was for this reason that the Suzuki website was formed with cutting-edge technologies consisting of AI and AR.

c. Landscape

To discuss the landscape of our products, I will provide the most up-to-date AI and AR statistics.

Firstly, by 2025, 75% of the worldwide population is predicted to frequently use Augmented Reality. Consumers are reinventing the digital experience by utilizing augmented reality, according to the Snapchat research. Because customers are likely to personalize, view, and comprehend the effectiveness of a product from any perspective with the aid of AR. AR users will grow day by day if the audience is satisfied with what they see. (*Augmented Reality Statistics in 2021 | ART Labs, 2022*)

Frequent AR Consumers

Based on people ages 13-69 who use social / communication apps

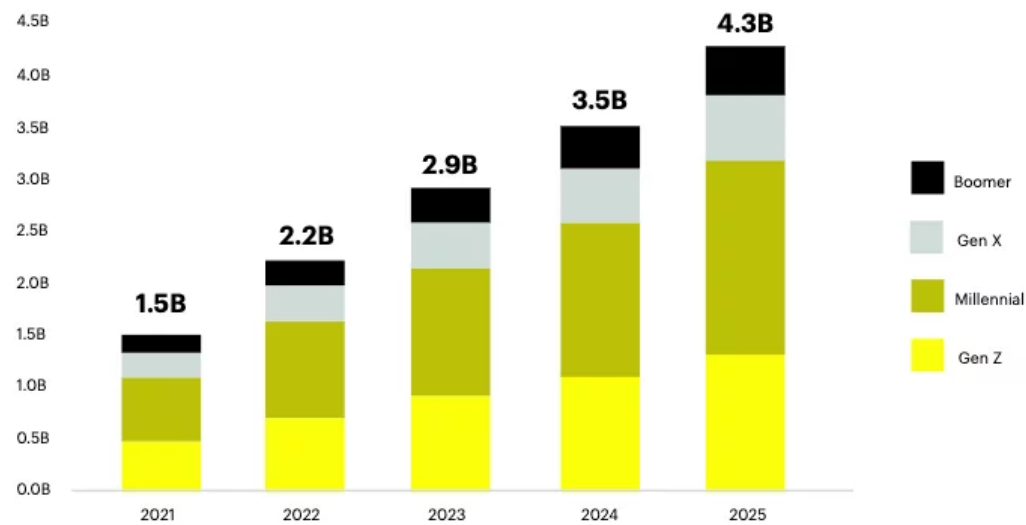


Figure 1: Augmented Reality Statistics in 2021 (contribution by ARTLABS)

Secondly, in terms of AI, Artificial Intelligence Market Size and AI Global Market Size Today. By 2028, the worldwide artificial intelligence industry is predicted to expand from \$93.53 billion to \$997.77 billion. The AI market is predicted to grow by 40.2 percent between 2021 and 2028, according to the prediction (CAGR). *(Revenues from the artificial intelligence (AI) software market worldwide from 2018 to 2025 | Statista)*

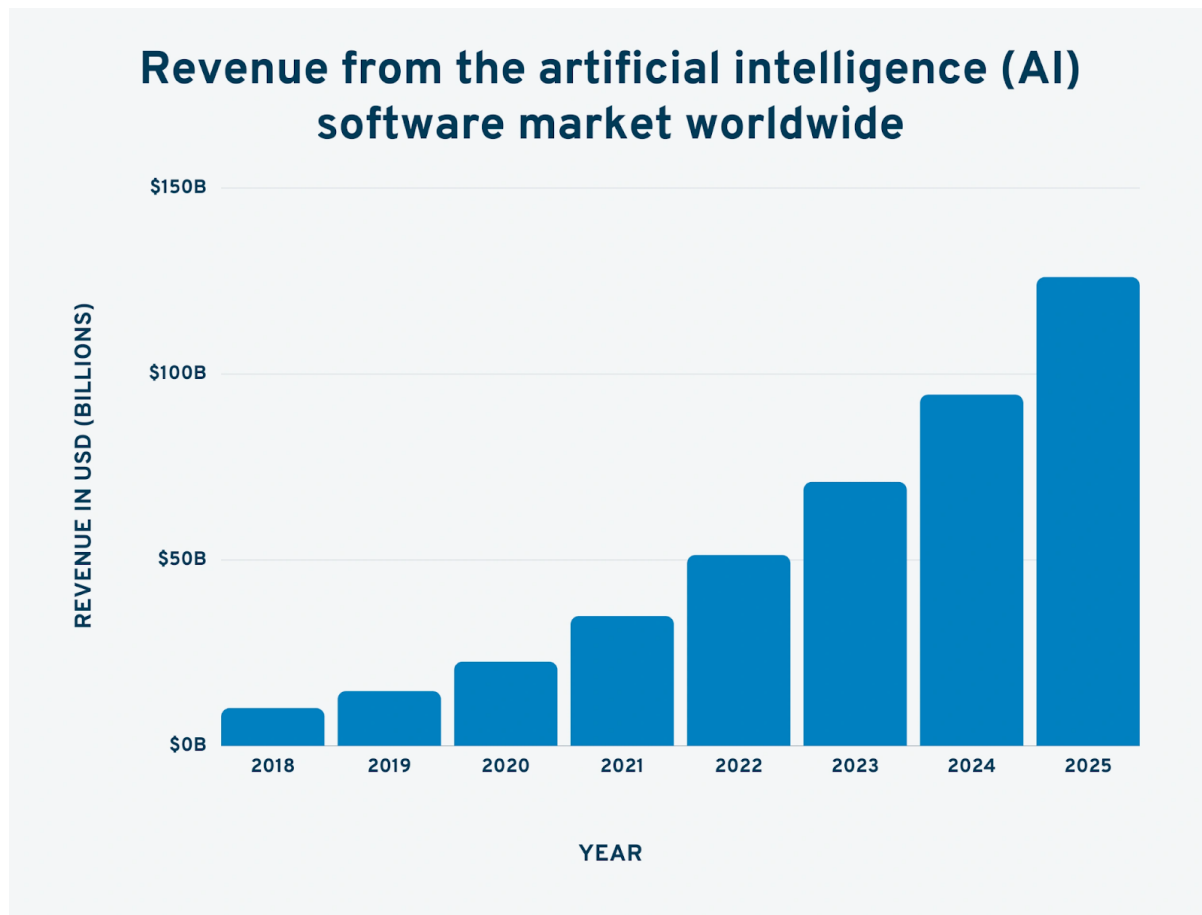


Figure 2: Revenues from the artificial intelligence (AI) software market worldwide from 2018 to 2025

Why do I show the statistics of these two popular technologies? The reason here is because with the data on the prevalence of these two technologies, it can be seen that these data are increasing day by day, although it is only a prediction but, in the future, 2 this type of technology will be the key to the development of the 4.0 technology era. I believe that our product launch in this age of technology makes sense and even it will be loved by many people because of its convenience and sophistication.

2. Detailed Description

a. Aim

We have set up a website for selling motorbikes, which serves the need of selling motorbikes, especially large displacement motorcycles.

The reason why we choose large displacement motorcycles as our selling products is that most Vietnamese use motorcycles as their daily transportation, which is up to 79% of total population, while it is just 10% globally. For this reason, the motorcycle business is very prosperous in Vietnam. Our website provides many quality motorcycles. Moreover, our website specializes in selling large displacement motorcycles, which are up to 1000cc, mostly from Suzuki, which is one of the famous Japanese motorbike's manufacturers. Some of the models are available in our shop: Gixxer SF250, Satria F150...

First of all, we need to build the backend of the web, build some features such as login or search for motorcycle models. Building backend is very demanding for web development, they have to make sure that the web is running without any bugs or slow processing.

Second, the front end of the web should be taken into consideration. The UI of the web should have many functions which satisfy the needs of customers such as Chat Bot or AR. Moreover, the design of the web cannot be ignored, so we have to choose appropriate colors for the background and words, so that our website will be attractive to customers.

b. Plan and progress:

In our fast-paced world, web application development is growing increasingly popular and organizations are short of human resources for professions or roles like Front-End, Back-End, and Full-Stack. That was also one of the driving forces behind my decision to begin studying about the notion of website building and current industry demands.

Web design and development has been around for almost as long as websites themselves. It used to have a lot more straightforward meaning since creating a website was formerly a

much easier task. However, due to the cutting-edge technologies' appearance, the web developers need to embed the sophisticated techniques to these applications

The term "web design and development" refers to the process of developing a website. It entails two key skill sets, as the name implies: web design and web development. A website's look and feel are determined by web design, while its functionality is determined by web development. Front-end development is the process of implementing a design using coding languages such as HTML, CSS, and JavaScript. Users can interact with buttons, photos, text, contact forms, and navigation menus using these languages. They're also important for responsive and adaptive design.

What was the motivation behind the creation of the Suzuki motorcycles website? I like studying about motorcycles, and Suzuki is one of my favorite motorbike manufacturers. Initially, I just intended to do solo coding; but, I believe that in order to produce a professional website, I will need to locate a colleague with whom I can collaborate to create a product and even a website, and with whom I can work for a long time in the future. That will help us in our future employment choices.

That is exactly what occurred when I started studying at RMIT University, where I met four teammates: Quang, Ky Anh, and The Anh. We get along swimmingly and always respect one other's viewpoints. Fortunately, the group's accommodation is not far from where I live, so we can easily collaborate directly. We spent the first week getting to know each other and learning about each other's personalities in order to evaluate whether we were a good fit to collaborate and build the product together.

Aim: The aim of the website is to increase the experience for customers when visiting our website. In order to achieve this, I have divided it into 2 sub aims. The first aim is to make the website look simple, friendly to users but meet the standard of harmony in both color scheme and logo design. For the second aim, the customer will be provided support from our Artificial Intelligence and Augmented Reality, The Artificial Intelligence play as consultant

and customer care, which answers all questions of customer about website's services as well as products. Our Argument Reality display samples and specifications of the motorcycles with an overview and specifics.

Updates and changes: As a scriptwriter of the website, I have to summarize ideas of all team members to write content for the website. At first, everyone agreed that the website should contain as much information as possible, which means that the website should display all of the information about the product. However, after I read an article about how to build a smart website (<https://cuttingedgepr.com/fewer-words-web-page-smarter/>), I presented to the group and everyone was agreeing that our website should contain main ideas of the product, which doesn't cause anxiety for customer when visiting our website. For this reason, I started to write content in a brief but complete way. By writing this way, customers can firmly grasp the content instead of reading the whole text without understanding the content. Moreover, succinctly writing can make customers make a right choice when they buy the product at our shop.

How it has progressed: As we agreed on developing an online motorcycle web store, the first thing to do was to build the website itself using three main languages including HTML, CSS and JavaScript. So far, we have completed building the landing page of the website, which includes the featured product along with its basic information, section links to other pages of the website, a search bar and basic social media contacts. At first, the website could only be accessed offline by downloading its components and launching it locally on a computer, but currently, the website is now able to be accessed online by anyone with a link to it. The animation of the login form when users click on the login button was implemented by the JavaScript's script tag embedding in the file HTML...

As mentioned in the presentation, the web will also implement the use of augmented reality (AR) and artificial intelligence (AI chatbot). The AR technology will be used to create virtual models of products, which are motorcycles and/or parts. Currently, the team has decided that the AR will be used for previewing products in real life, effectively helping customers with the information of products. Meanwhile, the AI chatbot will be used as a guide for customers

visiting the website, effectively helping them navigate the store and choose products. So far, we are planning to have the AI ask users a series of questions about their preferences, then based on the answers, recommend them with products that best fit said preferences.

c. Roles

- Before we started the Assignment 3, we had specified jobs and roles for each team members:
- **Loi**: This person is the owner of the website. He started to build the website for Assignment 1. He has updated the website with more functions, which provide better experiences for customers when they visit this website. Also, he owns the content of this website and oversees all changes of the website.
- **Ky Anh**: He is the graphic designer for this website, who is responsible for designing graphic, logo branding, color scheme... Moreover, he also takes part in creating the login and search engine for the website.
- **Quang**: Scriptwriter, who writes the content for the website. He is partly a contributor for the content of the website.
- **The Anh**: He works mainly on website management and support. His tasks are to check if there are any updates on the website, provide web support for staff and customers and guarantee website security.

d. Scope and limits

We should be conscious that before bringing the product to market, we must first establish the project's scope and limitations. The execution of the project scope statement is a crucial section of product development. So, what exactly is the Project Scope Statement?

The project scope statement provides a detailed explanation of the project's final outcome. Project objectives, deliverables, milestones, project requirements, technical specifications,

and restrictions and exclusions are often included. A poorly specified scope will undoubtedly be a stumbling block to project success. According to research, 50 percent of project planning difficulties may be traced back to a lack of clarity in the scope and goals of the project. Under the supervision of the project manager and the client, the scope should be created.

In terms of project objectives, we will identify the project's overall goals in order to satisfy the needs of your users. The questions of what, when, and how much are answered by objectives. The project is designed to create a motorcycle web using a combination of audio, video, and advanced AI and AR technologies. Teenagers and adults between the ages of 13 and 40 would be the target demographic for this initiative. To clothe and wow users, a suitable and engaging text, image, video, and animation of AI and AR would be embedded on the web. The proposed prototype's programming would be difficult due to a lack of expertise about AI and AR technology. As a result, the final product would be a prototype with no optimization features. Due to the limited time frame and limited understanding of both advanced technologies and others, the AI and AR implications on this suggested site would not be able to be implemented as the professional environment of other firms. The prototype, on the other hand, would improve the users' knowledge and abilities in technology trends.

e. Tools and Technologies

First to create a website we need code editor software. We choose Visual Studio Code Community. This is a free version and has support for many extensions like: live server, GitHub, docker, these will support our team for web development. Not only that, this is a software with a large community, so the ability to support problem solving is very reliable. the second is GitHub, one of the powerful tools that helps us bring everyone on the team together. We decided to use pro session because it will help us a lot in website development. features such as web-based, large storage capacity, in-depth project management are essential for our project. According to my team's experience, both of the above software has an easy to use interface and we have received a lot of support from their community so we are very

confident using both to do this project. In addition to software, hardware is also very important to our project. To develop the AI chat bot feature and especially the augmented reality motorbike viewing feature, we need a computer system with a powerful CPU and GPU, such as the i7-th10 and RTX 4000. We need mobile devices with at least 2 cameras to facilitate the development of AR technology.

We use basic tools for debugging and testing like: Selenium which is used for website functionality testing and database testing, or Ranorex for UI testing, next we will use the JMeter tool, which allows us to see the performance of the website and find solutions to improve the user experience. All this testing software have been recommended by experts, so it is very reliable. Also, these are tools that early web developers know.

f. Testing

Testing will be done step by step. Following are the must-dos for testing jobs: Functionality Testing of a Website, Usability testing, Interface Testing, Compatibility testing, Performance Testing, Security testing. We will break down the testing work into parts. Creating checklists and test cases will help us not to miss any bugs. To ensure that the project is on schedule, testing will take place throughout the development process. Which means we will test and test after certain features have been completed. For us the success of a website is a website that achieves its original goal, which consists of a simple, easy-to-use interface and outstanding features. The criteria set out by the team must work well such as: accessibility, simple interface, all functions working well, stability of the website, images displayed in high quality, security and enhance the customer experience. We will publicly open a simulation website for customers to experience and collect customer feedback on our products from which to consider whether it is suitable for the original goal. If appropriate, we will absorb and correct the shortcomings. We need a user base to test the features and experience of the site and expect more than 1000 site visitors. We will launch advertisements about the website through motorcycle groups on social networks. The last part is the feedback from users after

the experience is complete. A small reward will be given to the lucky person who completes the feedback section to attract more participants.

g. Timeframe

Week	Process
1	All members will meet and get to know each other to create a good impression, which will make communication easier during the project. We will discuss the project briefly.
2	We started to research the website's market and target audience. Goals and regulations are also defined
3	The content of the website will be planned by the members responsible for the design work. This week we will prepare a working environment like GitHub
4	This week, we're going to divide the work of the team members specifically and schedule the whole project.

5	I intend to research the definition of Front End tasks consisting of ‘What is Front-End’, ‘What can Front-End developers do ?’ and the list goes on.
6	Research the mechanics and prototype of a website that I need to build. We should consider the layout of the website on paper and draw the diagram system to track our tasks. Moreover, we discuss the content of the website by writing in the Script. I gave it a try to familiarize myself with the Visual Studio Code application and install some of the plugins to bring convenience to myself while coding.
7	Firstly, I utilize HTML to create the element in the website and CSS could adjust the position and dress the element. Secondly, I also define and design the layout of websites by using Flexbox.
8	I learned some fundamental JavaScript syntax to build some animation to bring dynamic animation to the webpage and add special effects to the webpage in order to make my website more flexible and well-dressed. It is mostly utilized on websites for validation purposes. JavaScript allows us to do complicated tasks and allows websites to communicate

	with users. It is also feasible to load the content of a document without refreshing the webpage using JavaScript.
9	Develop a login form using PHP, which allows customers to create their account. Customers who have an account will get an announcement and voucher from our shop.
10	Create a contact feature which contains the phone number and social media's account of the store. By clicking on the Facebook or Instagram icon, customers will be directed to our store's page.
11	Design the background color and logo brand. First of all, we will use black as the background color because it gives the customer a feeling of strength and breakthrough. Second, we will insert the Suzuki brand at the top left of the webpage.
12	Enhance the security of the web by adding HTTP and SSL Certificate. Also, all customers before entering the website must register an account in order to prevent the website from cyberattacks.

13	My group intends to unify the adjustments and polishes to the website (locations of elements, login window, text fonts and sizes, images, general aesthetic features...)
14	Internal testing (among members and friends) and debugging
15	Launches the website for public beta testing, promotes the beta website among communities with high interests and demands in the motorcycle industry
16	Receiving feedback from the beta's customers or users and debugging, finalizing the website with the well-dressed interface. My group and I look back at our website developing processes and discuss each other.

h. Risks

For our project aim which is to develop an online web store for the purpose of advertising and selling motorcycles, there are certain risks to be aware of as we proceed with the project. First of all, as our website acts as an online store, it requires the implementation of user accounts in order for customers to interact with the store, including ordering items, saving items to a Wishlist, favoriting items, applying for promotions and vouchers... As we implement user accounts into our website, there is a risk regarding the potential lack of

security for these user accounts, mainly as a result of us being novices to the IT world, possibly harming current and potential customers.

Next, we can also mention the risk of the inconsistency of information among members in maintaining and managing the information provided by the website. Although the website is essentially a motorcycle store, a few members of us are not well-educated enough in regards to motorcycles and automobiles in general. As a result, data inconsistency regarding the products provided by the website may occur, as certain members do not possess enough expertise in the area. This may lead to confusion for customers and viewers who visit the website, negatively affecting the project.

i. Group processes and communications

Communication with team members is very important. The success of a project cannot be completed by one person. There will be many problems and many changes will occur throughout the project. Therefore, the discussion in the group is very important not only for appointments and we also exchange code with each other through GitHub. Usually, we have online meetings to discuss the difficulties that members face and then find a solution. The frequency of the online meetings will be every Wednesday night, because we think this is the right time of the week to sum up the issues encountered. In addition to the online meetings, we also organize face-to-face meetings at the end of each week, a time to summarize and discuss the progress of the work. We also have a Messenger chat group to discuss more about small issues. We always encourage and motivate each other in communication. If a team member ignores a message or meeting, the team leader will be the one to find out the reason and then give advice to the team member to return to work soon. If the matter continues and there is no good argument. We will either remove the member or replace the member with a new member. We are very concerned with the reputation and progress of the work, so the members participating in the project must comply with the group's regulations.

IV. Skills and Jobs

The first will be a team leader who can be said to lead the project to success. The selection of project leaders must be done carefully. The team leader should have the following distinctive characteristics: The ability to manage members, which keeps the team on track for the project, and sets short goals to help members complete their tasks. The second thing is the ability to solve problems quickly, because in a project there can be unexpected problems, so helping team members to solve them quickly is essential. In order to bring about a successful project, it is necessary to have the contribution of team members, so the third characteristic of a leader is to know how to link people together in the group. This means that the team leader is the person who connects the members to each other and makes people communicate with each other. how the project is going well and how members have the opportunity to share experiences with each other. A good leader is a receptive and innovative thinker. This is also the final character. No one is perfect, so knowing how to absorb and listen to the opinions of the members will take the project results further than expected. As a good leader, it is also necessary to have knowledge of website programming (HTML, CSS, JavaScript, PHP, Python), which will help the members' work reduce pressure.

The project will also need 2 Front-End members. Both members will be directly responsible for the development and design of the website interface, which includes content design, graphic design, image processing and especially models. motorcycle. The first characteristic of front-end developers is creativity and innovative thinking, because they are the ones who design and create things that users can see. In addition, users are attracted by the novelty, so it is the developer's job to constantly innovate. The progress of the project is important, so ensuring the project is completed on time is also a big challenge. The second characteristic of a developer will be patience and efficient work. We believe that the people who have the perseverance to carry out the project to the end are the people who are passionate about the project, they will work their best, thereby also bringing about higher work efficiency. Big projects in a short time, so we don't have much time, so we always give priority to those who

know how to use time and work effectively. Effective work can also be understood as a developer who completes work early and brings quality to the product, someone who communicates with team members, which motivates and supports other members.

V. Group Reflection

1. Loi (s3916890)

Following the completion of Assignment 2, we had the chance to discuss what had occurred, including the challenges and errors that we had encountered. We are disappointed that the score of Assignment 2 did not meet our expectations owing to the tardiness and sluggishness of our team members, including myself, and so we are unable to present the well-dressed and professional Assignment to you. I was ecstatic that the team members were eager to complete the project early and with a good attitude for Assignment 3. Despite the fact that I have allocated duties to each member, if one person in the group is having problems, the entire team will help each other to improve the assignment and learn from one another.

2. Ky Anh (s3914486)

Due to the preparation in advance, during the implementation of the project, I did not encounter too complicated problems, the part of the work I was assigned was completed before the deadline. In addition, I was able to use the knowledge that I learned to apply in this assignment. My experience and teamwork have increased, my GitHub skills have grown thanks to the Assignment 2 feedback. I feel like I should improve my schedule management, which I really haven't done because I'm still a bit confused about dividing my time. Because we did not have much time, it was a surprise to finish it before the deadline. In my opinion,

everyone had to be prepared and highly focused to bring this surprise. Through this assignment I learned the early preparation of the team members. Thanks to the advice of my team members, I prepared and made this assignment 2 weeks ago. Thereby, our work reduces some pressure and we have more time for creativity and problem solving in the team. Through the tools section, I can see the effectiveness of the tool. GitHub log is a great tool that not only helps us connect with each other, but it also helps us see the contributions of our team members. Thanks to it, we can also timely remind and motivate team members to complete their tasks. Not only that, the GitHub log feature also allows us to review the update history of team members easily and recover deleted parts very well. The part reflects the group task of the activity very effectively. It is the part that helps team members look back on the whole working process and self-assess each person's work performance. Each person's strengths and weaknesses will be revealed, which helps us to learn from each other and review our weaknesses to improve ourselves.

3. Quang (s3927039)

From week 9 to week 12, every member in the team has made their effort to complete Assignment 3. We went through a difficult time to write reports and develop the website, which took us many days to complete. Talking about each team member in the group, I would like to mention Nguyen Phuc Loi first. He is the Front-End developer of the web, his job is designing the User Interface (UI), designing the background of the web and designing the logo brand. He spent most of the time developing the UI, his aim is making the UI smooth and friendly to customers. He also took part in writing reports, helping other members to complete their task and summarizing other members' reports to the united report. The backend developer of the web is Ky Anh. His task is building and maintaining web applications, troubleshooting and debugging. His task is quite heavy because back end development requires some knowledge in PHP, HTML, JavaScript, which most of the members in the group haven't learned. As for The Anh, he is the support member of the group, his job is writing some parts of the report. However, he is quite delayed in submitting the report for summarizing. As for myself, my task is writing the content for the web and

some parts of the report. Writing content is not quite easy because the writing style must be good to attract the customer. Moreover, the content must be short and concise but it must express the full idea. I spent many days referring to some writing styles and tried to write the content as short as possible.

4. The Anh (s3927195)

Throughout the course of this assignment, I believe my personal performance as a team member has improved compared to assignment 2. For this assignment, both our team and I personally started working on the report much earlier. We managed to have an offline meeting every week and therefore were able to progress at a much faster rate. On the other hand, I personally think that aside from offline meetings, the team can also use some more online meetings, whether on platforms such as Zoom, Microsoft Teams, Messenger or Discord... By doing this, we would be able to communicate with each other more effectively and frequently, and personally, I think it is more beneficial than offline meetings, as the team can work together on the project while interacting with each other in real-time, while also saving the cost of travelling to a meeting location. However, I find offline meetings more helpful than I thought they were. We were able to fully concentrate on the conversation, and after each offline meeting, the work was managed very neatly and properly, making progressing much easier. After my experience with the group in this assignment and in this course, I have learnt that group communication is vital to the success and integrity of the group project, and will try my best in future group projects to encourage communication between group members.

VI. Reference and GitHub

1. Artlabs.ai. 2022. *Augmented Reality Statistics in 2021* | *ART Labs*.

<<https://artlabs.ai/blog/augmented-reality-statistics-in-2021/>> viewed at 10 January 2022.

2. Statista. 2022. *Revenues from the artificial intelligence (AI) software market worldwide from 2018 to 2025* | *Statista*

<<https://www.statista.com/statistics/1007633/artificial-intelligence-chip-market-revenue-worldwide/>> viewed at 13 January 2022.

GitHub:

Link Team: <https://github.com/SuperJunior299/Assignment-3-Group-24.git>

Link Project: <https://github.com/SuperJunior299/Group-24-website>