**VIA CLUB (group 11)**

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# Introduction

Our Group 11 has been put together pretty much by coincidence. None of us really knew each other before the semester and we decided to establish our group based on conversation with our supervisor Mona Wendel Andersen, because we were more or less last ones without any group.

The project, that has been assigned to us, deals with developing simple Sport Management System for VIA Club’s manager/trainer.

Since not all members live in Horsens, we decided to meet per request, usually after class and we frequently spoke over online tools, rather than meet every week on specific day and time.

Our teachers, Mona Wendel Andersen and Alan Rune Henriksen were our supervisors during this project. And same as in our case, we mostly communicated with them during the class or via email.

This document describes us,members of Group11, our individual assessment of the project and phases that we went thru while working on the project

# Group Description

All member of our Group11 come from different countries:

Alejandra Leticia Gonzalez Roldan comes from Mexico

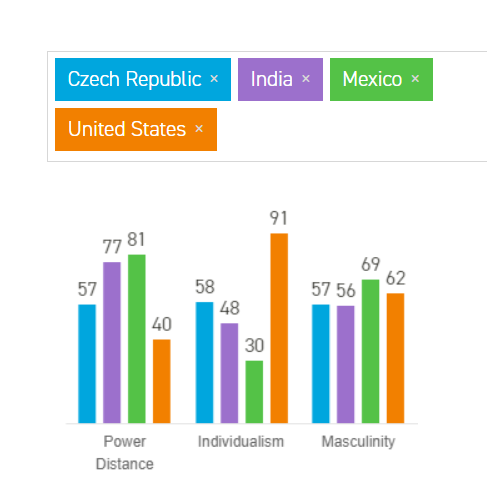
Jose Alejandro Martinez comes from USA

Ramanpreet Singh comes from India

Vaclav Dvorak comes from Czech Republic

As such, our cultural backgrounds varies quite a lot, even though it is possible to find similarities as can been seen on Hostefede diagram below.

As for the roles, there have not been any official roles assigned. In general, we were following our Group Contract, which specifies, that we distribute our tasks equally and that whenever there is disagreement, we vote on the solution and if there is dead lock, we ask our supervisors for guidance (that was never necessary though).



**Vaclav Dvorak:**

Power Distance:

The average score 57 indicates hierarchical society acceptance. Vaclav would argue that in his case the number is probably a bit lower, because he always believed that people should be equal no matter what.

Individualism:

The average score 58 suggests, that Vaclav generally agrees with the concept of “Me and my family first”. And that is truly the case.

Masculinity:

The average score 57 indicates general acceptance with the concept of “Success/Win” driven society. As with Power Distance, Vaclav believes that the score would be bit lower in his case, for he believes that “Success/Win” ultimately leads to conflict rather than solution.

# Project Initiation

Our project started with the introduction of the problem by the manager of the VIAClub, Bob Oldenuff. He explained that he has been working as soccer team manager but so far organized all the things by himself throughout his career without any computer system whatsoever. As a result, until this moment, the only tools he used was a pen and paper. But now he asked us to build a Sport Management System that can help him manage things more easily.

Our group was initially formed by our supervisor Mona Wendel Andersen. After analysis and discussing our personal experiences in group, we agreed to work together. To make some sort of basic rules that would define our approach, we created our Group Contract which includes basis rules in the group that we agreed upon and signed it to avoid future conflicts. We also drafted up risk assessment to predict all the risks that could put negative impact on our group work so that we can prevent them from occurring. But in the end, we managed to do everything fine without any major issues. For project planning and discussion, we used Dropbox in the beginning but soon we switched to Microsoft Teams which helped us to share our work and views on the project. We also used GitHub, mainly to save our code, and contribution to this project for the future references.

# Project Description

During the phase description phase, the main focus was on Project Description document (see appendices 1). Among other, the outcome of the document represented these crutial parts:

-problem definition(what needs to be solved)

-methods(how to solve)

-risk assesment(what might interfere and how to avoid it).

After first version of Project Description was done, we sent it to Group10 and our supervisors and received vast feedback from both. Among others, focus on following the project guidelines, was mentioned. Never the less, almost all of the critique made sense in our eyes, so we updated the document based on it.

In the end we ended up using couple of new methods that we were not originally aware of at the begining and we learnt them during the semester(for instance: class diagrams). The problem definition and risk assement, however, remained the same.

# Project Execution

During the execution period of the project, we decided to follow iteration methodology, so we could, for instance, go back to analysis part and change it, if it turned out during development, that it is necessary. For example, during analysis, we created several activity diagrams, but later on, we changed them, for the code turned out to be too difficult to develop. This has proven as a sound strategy.

First part was to analyze the system that was supposed to be developed. For that, we used: List of Requirements, Use Case diagram, Activity diagrams, Domain Model, Class Diagrams, Sequence diagram. We used a Astash program to draw them. These diagrams gave us a plan what and how to later develop the code.

But as mentioned before, later in the development phase, we had to go back and change the diagrams, when we realized that they were flawed.

For the coding part, we use Eclipse program and Java as a coding language. Classes, that needed to be coded, were distributed between group members. Progress was saved using GIT Hub. Issues were discussed via Microsoft Teams.

Testing phase was being executed continuously during the whole developing by testing the code first without Graphic User Interface and then later on with it. By testing continuously, we were able to notice and fix all bugs faster and easier than if waited till the whole product was coded and done. Since we did not created any Test Cases scenarios, we used requirements instead.

Even though not all functionalities were coded per requirements, the final product address the original problem, which was to provide VIA Club manager/trainer with a tool, which would allow him to create/manipulate and store data more effective than with pen and paper. So as a result, all group members were satisfied with final product. The Execution Phase showed us though, how crucial is to plan accordingly, especially when it comes to time management.

As an independent requirement, we coded a web page, that represents VIA Club. In order to do that, we used HTML and CSS code and Brackets application. For communication, as before, we used Microsoft Teams. The web page part was done prior the application coding and therefor we did not have to face any time management issue. The web page was a small, sort of self-standing requirement, that was easier to handle both from planning and execution perspective and as a group we did not face any particular issue while executing it.

# Personal Reflections

Vaclav Dvorak:

Going back at the beggining of the project, no group members really knew each other. No roles (as for instance: Analyst, Tester, Developer) were assigned. So all we, as a group, had, was our group countract that we came with. The contract, to summarize it, pretty much set one basic rule: what we, as a team, agree on, goes.

As that rule was not that specific, it just set background for our work and we had to deal with tasks individually as they came. I was concerned, that since there was no official group leader role, that the group might experience issues coming from the lack of the role.

But I must admit, that all group members have been able to accepted the concept of shared responsibility, which, I believe, is the most important concept when it comes to group projects with no assigned leader. Everyone accepted, that if one group member falls/fails, everyone else does too. Based on that, everyone has been motivated to not only do their part of the work, but support the other members as well, if needed. The group support has been mostly obvious while coding the application for that was the most challenging part from my perspective.

In the end the only real problematic part of the project turned out to be an insufficient time as a result of unexpected issues or tasks (for instance when a group member became sick). We had to deal with that by working overtime and on weekends (even though that was not part of the plan).

So my personal note to myself for the next project would be to be more careful and specific while setting our own time-plan with a focus on reserve, that can be spent on unexpected tasks.

# Supervision

Our supervisors were: Mona Wendel Andersen and Alan Rune Henriksen.

During the Project Initiation our group was put together with the help of Mona Wendel Andersen, because none of really knew each other and did not know, who to join.

Both Mona Wendel Andersen and Alan Rune Henriksen gave us useful feedback on our Project Description during Project Description phase.

During the Project Execution phase, we contacted mainly Alan Rune Henriksen, as the issues we had to discuss were mostly code related.

All group members agree that their help was very helpful and even crucial.

# Conclusions

During the whole project, our group had to face a lot of problems. But, surprisingly enough, most of them were knowledge related. For instance, to develop some parts of the code was not easy for us or we figure out that it is better to be more general while declaring requirements, because we found later on, that we can not code the requirement that specifically as we originally thought we could.

But personal problems did not really occur, even though you might expect that given the fact that all the group members come from different countries, hence different cultures.

We are sure that being able to communicate reasonably without any real fighting saved us a lot of time. That is definitely something we would like to keep up.

On other hand, we have to be more careful while planning and keeping time management, for that has proven to be crucial risk, that, fortunately, did not affect us that much this time.

**Appendices**

For content see Appendix 2 “Process Report – VIA Engineering Guidelines”.