**INTRO TO IT**

**Assignment 3**

**Our IT Project**

I declare that in submitting all work for this assessment I have read, understood and agree to the content and expectations of the Assessment declaration.

TEAM PEAK

Authors:

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# Team Profile

### **[done] Team Name:** Team Peak

### **Personal information**

**Do Hoang Quan • S3800978** [View profile](https://s3800978.github.io/intro_to_it_asgmt1/)

Hello! My name is Do Hoang Quan. I am a Vietnamese, born and raised in Ho Chi Minh City. I want to be an UIUX Designer, to build experiences that enhances and delights people’s lives. My current hobby is working out. So far, I have been learning UIUX design for 2 months. With coding and IT skills that I will learn here at RMIT, I hope to be a capable IT professional.



**Taesung** **Yoon** • **S3847581** [View profile](https://taesung00.github.io/S3847581.github.io/)

Hi! My name is Taesung Yoon. I am 20 years old. My personal email address is dbsxotjdaos@gmail.com. I'm from Korea and I can speak Korean and English. My hubby these days is doing workout in the gym, cooking, and playing games. Also, I have one cat and her name is "Porori". I got her name from a cartoon.



**Jae Jun Kim • S3741333** [View profile](https://kjjk1999.github.io/)

My name is Jae Jun Kim, my email address is s3741333@rmit.edu.vn. First of all, I am from the Republic of Korea thus, I speak Korean and English as well. Normally, most Korean are polite when they meet people because they do not like to have a bad effect on other people and it is a kind of Korean culture. My hobbies are listening to music and using a computer.

[new member]

### **[done] Group processes**

#### **How well did your group work together in Assignment 2?**

We collaborated very well with each other on Assignment 2. Even though we barely have a chance to meet due to different class and personal schedules, the work was done on time with no conflict. Thanks to effective communication and collaboration, with the help of tools like Facebook Messenger for communication, GitHub and Google Docs for progress tracking, our team has managed to be very productive.

Furthermore, the work was split evenly between members, and everyone respected and valued each other’s inputs and help. Each member was also active in finishing their tasks ahead of time, and going as far as reminding other members of their deadline and offering help when needed.

We as a team also put extra effort into sympathizing and understanding for one another. When there is miscommunication, our teammates do their best to clear it up with respect. Thanks to that, we’ve not only managed to create good work, but also created a sense of understanding and friendship.

#### **Will you be introducing any changes in process for Assignment 3?**

Since the last strategy worked well, we have planned to keep most of it intact. If it’s not broken, just improve upon it.

First off, we plan to mitigate one of the largest issues which was that we barely had any meetings, so sharing ideas and concepts was more laborious. Instead of being able to meet face-to-face, we had to text and wait for others’ replies, which usually takes a while since everyone is busy. This time around, we plan to have more face-to-face meetings, where we can collaborate more effectively.

The second change is that we will be utilizing spell checking more in our work. As English is a second language for all of us, we are sure to have some shortcomings. These shortcomings require that we spend more time checking over grammar and language use to best report our ideas. This took a lot of time as we only did it in the final step. This time, we plan that each member will spell check their own part before adding it into the final shared report.

Finally, we will collaborate together on one single Google Docs file. Last time, we mostly used Google Docs as a shared knowledge base, but then submitted our own work on GitHub, and one member had to collect that information into the Docs file, which was inefficient. This time, we will directly collaborate on the Google Docs file, then submit it into GitHub, so that we can both easily keep track of the report progress, and the professor can have GitHub to check which member has done what as well.

With these changes, we hope that our work will be finished not just faster, but even more polished.

### **Career Plans**

**Compare and contrast the career plans, including ideal jobs, for each person in the group. This may have changed due to feedback from Assignments 1 and 2.**

* **What common elements are there, if any?**
* **What differentiates each position from the others, if anything?**
* **How similar or different are your career plans across the group?**

#### [done] Ideal Jobs

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Quan** | **Taesung** | **Jae Jun** | **Taehyeon** |
| **Job** | **UI/UX Designer** | **Security Engineer** | **Database Developer** | **[content]** |
| **Description** | Design user interfaces with the focus on maximizing usability and the user experience | Testing software and monitoring systems for security breaches or intrusions | Ensure that database management systems can handle massive quantities of data | [content] |
| **Common** | · IT-related jobs.  · Each job is an important building block of a product / service.    Common skills requirements:  · Capable use of English  · Analysis skills: figure out what the product goals are.  · Familiarity with computers and electronics.  · Programming: able to write, understand, and maintain softwares.  · Keep up-to-date with technology advancements. | | | |
| **Stack** | Front-end | Back-end | Back-end | [content] |
| **Focus** | What the user sees and feels when using the product | The security, reliability, and trustworthiness of the product | Ensure efficiency, consistency and scalability of the product and its data | [content] |
| **Skills required** | * Wireframing and UI prototyping * UX writing * Visual communication * Interaction design * Coding | * Anti-virus software * Firewall * Content filtering * System administration role | * Programming * SQL * ETL (Extract, transform, load) procedure * Excel at SAP | * [content] |
| **Average salary** | ~58K USD / year | ~ 99K USD / year | ~ 73K USD / year | [content] (you can look this up on Glassdoor) |

#### Career Plans

##### [done] Similarities

1. Focus on getting bachelor's degree

2. Learn and practice more in the interested field while studying

3. Practice soft skills like communication, teamwork, collaboration...

4. Apply for ideal jobs once graduated

##### Individually

###### [done] Quan:

I am currently enrolled in an internship as an UI/UX Designer for Grove HR at KMS Technologies Upstar Labs. I plan to continue this internship far and learn a lot. For my job, interviews heavily prefer people with both work experience and a portfolio of experience to prove it. Not only is working inside KMS providing me a very decent point on my resume, Grove itself will be a very bright spot as a product which I have helped build.

Once my internship is finished, I plan to stay at KMS if possible, to support the Vietnamese community and products. However, if the future does not pan out that way, I am confident that my resume after departing KMS will be very competitive, and continue to apply for jobs in many different environments, like outsourcing, agencies…

I plan to do this while balancing my workload at RMIT. I currently plan to study only 2 courses per semester, which might delay my final graduation day, but allow me to learn more from both working outside and spending more time with RMIT.

After graduation, I plan to use both design skills learned from KMS and IT / coding skills learned from RMIT to be competitive in the industry and contribute to Vietnam’s burgeoning IT field.

###### Taesung:

[content]

###### Jae Jun:

[content]

###### Taehyeon:

[content]

# Tools

### **[done] Brief description of what you have done:**

Cloned files from Assignment 2 to the repository for Assignment 3 as many files will be re-used. Sent a link to all teammates.

Collaborate on Google Docs and GitHub. Google Docs for content, and GitHub for files. Content on Google Docs so members can keep track of where the progress is, and GitHub for files so the website can be made later.

### **[done] Group’s website:**

<https://s3800978.github.io/intro_to_it_asgmt3/>

### **[done] The link to your group’s Git repository (GitHub, BitBucket, etc.):**

<https://github.com/s3800978/intro_to_it_asgmt3>

### **[to do last] Your comments on how well the audit trail on the Git repository reflects your group’s work:**

#### Quan:

[comment]

#### 

#### Tae Sung:

[comment]

#### 

#### Jae Jun:

[comment]

#### 

#### New member:

[comment]

# 

# Project Description

Come up with a plan for the group project, and to develop it as much as possible in the time available.

Naturally, the choice of what to do is up to you, but you should take the following into account when making your decision:

* The passions, interests, and skills of your group
* IT industry trends
* What would assist you in your career plan
* Feedback from Assignments 1 and 2

## 

## Overview

### **1. Topic**

*At least two paragraphs are expected.*

**An overview of what you propose to do in your project. Concentrate on the big picture and outcomes, rather than intricate details.**

[content]

### **2. Motivation**

*At least one paragraph is expected.*

**What are your motivations for your project?**

**Why is this project important or interesting?**

**How does it fit in with current IT trends?**

**What would it show to a future employer if you were able to work on this project?**

[content]

### **3. Landscape**

*At least one paragraph is expected.*

**What similar systems or products are available?**

**What competitors are there?**

**What points of difference are there about your project compared to what exists now?**

[content]

## Detailed Description

### **1. Aims**

*One paragraph for the aim and one for each goal is expected. Each paragraph should include a description of the aim or goal, and a justification for it.*

**The topic description gives a general overview. However, it is usually helpful to have a specific aim for your project, as well as some smaller goals.**

**Write about:**

1. **A single aim (e.g. “Construct an artefact in Minecraft”, “Produce a movie about green flowers”)**
2. **Several goals which will need to be achieved in order to fulfill your aim (e.g. defeat Smaug, annoy Bard, kill as many giant spiders as necessary…).**

[content]:

#### Aim:

A motivational and welcoming workout app, aimed at beginner and busy people, focuses on making the users feel good at every step.

#### Goals: (write in this order: description → reason for doing → how to do it)

* Be welcoming and friendly: [content]
* Offer motivation: [content]
* Form a social network consisting of other users/ people who workout: [content]
* Curate accurate information: [content]
* [add more]

### **2. Plans and Progress**

*There is no set length for this section, but it is hard to believe that less than two pages could be adequate. Three or four pages is far more likely.*

**Write about:**

1. **What your project will do, and how you will do it.**
2. **How far you have got with developing any features or outcomes from your project.**
3. **The “story” of your project — how it began, how it has progressed, and what stage of the plan you are up to.**
4. **Include any dead-ends you may have followed, decisions made, and changes that have been made to the project plan.**

**Keep in mind:**

**This will need to include a significant amount of detail, so that it is easily seen what precisely you have done and are planning to do.**

**(If it helps, imagine the information that would be required if you were to hand this project over at the end of the semester to a new team to complete the job. What would you want to know, if you were one of the people taking over?)**

[content]

### **3. Roles**

**It is sometimes useful to define roles for particular participants, such as Lead Developer, or Technical Designer, or User Interface Designer. It is also possible that roles are changed from week to week, depending on what needs to be done next.**

**Write about:**

* **If roles have been planned ahead? Describe and justify them.**
* **If not? Describe your process and justify why there are no specific roles.**

[content]:

* Quan: [planned main responsibility] - [reason] - [any changes]
* Tae Sung: [planned main responsibility] - [reason] - [any changes]
* Jae Jun: [planned main responsibility] - [reason] - [any changes]
* New member: [planned main responsibility] - [reason] - [any changes]

### **4. Scope and Limits**

*At least one paragraph is expected.*

**Write about:**

* **The scope of the project:**
  + **Where will its capabilities end?**
  + **Which market will it target?**
  + **Which cases / problems / situations will the app be useful for?**
  + **Which cases will the app not target?**
  + **What will we prioritize building first?**
  + **Which function can be left for later?**
  + **More…**

**Keep in mind:**

* **One of the more difficult parts of project planning and execution is to define the scope and limits of the project. You never really complete a project like these; all you can ever do is your best in the time available. Part of that involves setting priorities and accepting that there will be features that will take too long to develop. This means that it is important to set a scope for your project, as a means of ensuring that you make the most of the time available. For example, if you are developing a game, you might consider only producing one level and two or three characters, in order to show a proof-of-concept, rather than develop three levels and ten characters.**
* **The scope is probably the most crucial part, and also the most difficult to define. One way to define the scope is to think of the deliverables for your project, i.e. what outcomes would you be able to show to someone who asks you to see the results of your work. This will also include several statements about what will not be part of the project. (For example, if you are using Open Street Maps to show the location of all your favourite shops, the deliverables would include the updated map, but not the Open Street Maps technology itself. It would also not include many other features of Open Street Maps, or other interesting location — just those which show your favourite shops.)**
* **Also, be aware of the phenomenon of “scope creep”, which is the tendency for projects to incorporate more and more features. There is nothing wrong with being ambitious, but you only have a certain amount of time.**

[content]

### **5. Tools and Technologies**

*There is no minimum length for this. It is important to be as precise as possible, but descriptions of the tools are not needed here.*

**Write about:**

1. **What software or other tools are required by the project?**
2. **Are there any software licenses needed?**
3. **Is there any hardware needed (beyond a standard laptop or something similar)? This needs to be precise (e.g. Windows Movie Maker Version 45.3) but needn’t be long.**
4. **A brief description of any prior experience any group members have had with the tools and technologies you list.**

[content]:

1. Softwares & tools: [content]
2. Software licenses needed: [content]
3. Hardware needed: [content]
4. Experiences members has had with tools and softwares: [content]

### **6. Testing**

*At least one paragraph is expected here.*

**Write about:**

1. **How will you test your project?**
2. **How will you know when you have succeeded?**
3. **If your project involves user testing, you should describe in your plan how you will find the test users, approximately what number of people you will need, and what background (if any) is required.**

**Keep in mind:**

* **Testing is not something that you should leave until the very end; often it is far more useful to have a quick and dirty “mock-up” of a project and then do some (limited) testing, to find out whether you are building the right product.**

### **7. Timeframe**

*This should be presented in the form of a table, with one row for each week, specifying as best you can the work for each person for each week.*

**Make a table about:**

* **16 rows, 1 for each week. The first 6 rows show the work done so far, the last 10 rows will show the plan of how the team will work in the future.**

**Keep in mind:**

* **You will have something like 36 hours per person for this assignment. In order to develop a plan for further work beyond the end of this course, let us assume that you will have an extra 10 hours per week per person for 10 weeks in addition to this time in order to develop your project. This means that you will have six weeks (Weeks 9 to 14) of the semester to work on your assignment, with a further 10 weeks after that. This means that your plan will be for a total of 16 weeks, with the first 6 being on this assignment.**
* **You will clearly not have the extra 10 weeks to work on the project; this is intended to give you a feeling for how much you would be able to achieve in that time. This means that the first 6 weeks of your timeline will end up being your actual progress on this project, with the remaining 10 weeks being your plan for the next stages.**
* **This means that the first six rows of the table will describe your progress so far, and the remaining 10 your best guess at how the remaining time would work.**
* **This will no doubt change as you work on your assignment, as it will give you a more precise idea about how long it will take to get things done. This is not an unchangeable contract for exactly how things will work; that is unrealistic for just about any project. The idea is to get you thinking about how exactly your time should be allocated to the various tasks involved.**
* **It is a good idea to have a milestone (i.e. a specific outcome) for each week of the project. This may include getting familiar with tools, or reading up on a particular technique or technology.**
* **You should also include time for writing up the final report and any other documentation. Writing reports always takes longer than you think, especially as you should expect to rewrite any piece of writing that you do at least three or four times.**

[content]

### **8. Risks**

*The professor did not include the length requirements for this section.*

**Write about:**

1. **What risks can you identify for your project?**

**Keep in mind:**

* **Do not include generic risks (such as computers breaking down the night before a deadline, health and family issues, and institutional changes).**
* **Be as specific as you can to your project. For example, if your topic is to develop a game, there may be a risk that the software you choose to work with may be very difficult to learn, poorly documented, or not turn out to have the features that it claims it has. These properties are often only discovered once you have started working with the software, and so unless you have had lots of experience with the particular tool, there is always a risk that it may not work as well as you believe it should, no matter how much prior research you do.**
* **Similar comments apply to hardware.**

[content]:

* Software-related risks: [content]
* Hardware-related risks: [content]
* Skills-related risks: [content]
* Team / collaboration risks: [content]
* [add more]

### **9. Group processes and communications**

*At least one paragraph is expected here.*

**Write about:**

1. **Expected frequency of communication between group members.**
2. **How will your group communicate?**
3. **How often will meetings take place? Will these be face-to-face, or using technologies such as Skype? Or Facebook? Or email?…**
4. **What will you do if you have a group member who does not respond to communications?**

**Keep in mind:**

* **You should expect contact between group members at least once a week outside class times (i.e. apart from lectures and tutorials).**
* **Communication between group members is arguably the most important aspect of your project. Past experience has shown that communication breakdowns between group members are the most common cause of project failures.**
* **You can always make contact more often if you wish, but you do need to know what minimum frequency is expected from all members of your group.**

[content]

### **10. Skills and Jobs**

*The professor did not include the length requirements for this section.*

**Write about:**

* **Let us suppose that a group of venture capitalists hears about your project, and is so impressed that they wish to fund you to develop it further for say six months. You will be the manager of a team of 4 people to deliver the project outcomes. What position descriptions would be appropriate? Write 4 position descriptions for people that you would employ to take your project to the next phase.**

**Keep in mind:**

* **You will need to consider what skills are appropriate, which may include specific technical expertise, teamwork experience, leadership and management techniques, and innovative thinking.**

[content]

[Quan: I don’t know if each members has to write their own parts here, or the whole team can just write one]

# **[to do last]** Feedback

**Each of you will provide an assessment of each person in the group, including themselves.**

### Quan:

[feedback]

### Taesung:

[feedback]

### Jae Jun:

[feedback]

### New member:

[feedback]

# **[to do last]** Group Reflection

**Reflect as a group on how well you think you have performed in this assignment. You should include whatever evidence you may have about the group’s processes (such as commit trails from GitHub, or project meeting minutes). Each member of the group should contribute up to 200 words , and the group as a whole should contribute around 400 words. Includes:**

1. **What went well**
2. **What could be improved**
3. **At least one thing that was surprising**
4. **At least one thing that you have learned about groups**
5. **Your section on Tools how well you think your Github log of activity reflects your group’s work on this assignment.**

### Quan:

[reflection]

### Taesung:

[reflection]

### Jae Jun:

[reflection]

### New member:

[reflection]

### Group:

1. What went well: [reflection]
2. What could be improved: [reflection]
3. At least one thing that was surprising: [reflection]
4. At least one thing that you have learned about groups: [reflection]
5. Your section on Tools how well you think your Github log of activity reflects your group’s work on this assignment: [reflection]