MEDIA BAZAAR  
Process report  
  
 Group 4 – Ana, bianca, ante, VID

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# Introduction TO THE PROJECT

Media Bazaar requires a software project for managing employees and products and they contacted us, Ctrl Software Solutions, to build it.

The goal of the project is to make both a software application and a website which will improve the management inside the company. We aim to make our application easy to use but at the same time cover all the features the client wanted and even more.

# WORK DIVISION

It is of the utmost importance for us to be aware of each other’s strengths and weaknesses, because in this way, we can divide the work and be the most productive possible. Alongside with this method, we try to challenge ourselves and try to improve in different skills.

**Bianca**

Bianca is a meticulous teammate, she is able to spend hours on small, essential details and she is also really good at researching. In this phase, she did a fabulous job working on the statistics for the C# Application, for both the inventory manager and for the employee manager. She created the required graphs, but also many more useful ones. She divided, organized the statistics based on department, certain employee, overview of employees, overview of inventory, product category etc. On the C# application, she also improved the design remarkably, making it beautiful and user friendly. Bianca and Vid also worked together on the feature for requested stock, from the manager point of view, that can view all “pending requests” and choose to accept or deny.

**Ante**

Ante always pays great attention when it comes to the client’s requests and desires and he is very organized. From the beginning, he keeps track of the meeting minutes and from a coding point of view, he worked on the whole inventory part of the website. As our client wished, he created the page where the manager can view all products, search by category and all the crud requirements. His code was very well structured

**Vid**

Vid is an excellent researcher, debugger and he come up with good solutions. Him and Ana worked mostly on the website, from the back end to front end. He also worked on creating the new tables for the database and improving the existing ones. He always delivers his work on time and has a good communication with the rest of the teammates. On the website, he mostly worked on the employees show table for employees, the display of the personal details and on the database layer. He worked with Ana on the documentation, this process report and the presentation for the second version.

**Ana**

Ana is a great group leader, she is responsible that the group is working in such good synchrony. She is the main spokesperson for the group and usually is the one that presents the project improvements, improved and added features both to the tutor and the client. She is responsible for setting up meeting times and contacting the client for questions. Alongside her management and leadership skills she is a great coder, documentation writer and debugger. Ana is our “Jack of all trades” meaning that she can be assigned with any of the work and she will deliver remarkable results. She and Vid worked on the website, during this phase she was responsible for the schedule and request shifts off and sick days of the employees. She worked more on the design and the logic layer. Bianca and Ana work really good together and they usually meet and improve parts of the C# application. She worked with Vid on the documentation, this process report and the presentation for the second version.

# PERSONAL REFLECTION

This is certainly a complex, ambitious and challenging project that develops a wide range of skills, from coding to working as a team, creating documents, interact with a client.

**Ana**

I am very happy and am continuously being impressed by the efficiency and work of our team. The 3rd phase was better than the previous 2 phases because the team got to work together in classrooms at the Fontys building together rather

than online. There are a lot more pros to that. First one being the speed of problem solving since there are more people trying to solve the problems at the same time thus saving time on endless internet searches and not being

able to continue with other work. There is a lot more brainstorming and more interesting opinions and ideas coming from each team member since everyone in the team finds it easier to express themselves in real life rather than online. Personally I see that I improved with my coding skills, especially algorithm writing and designing because of the automated schedule that the client requested. Alongside improving in C# I can definitely see improvement in my website development skills and documentation writing. Overall I am very happy with our final product and the progress we did

during the course of the second semester.

**Bianca**

I am very satisfied with all that the group has achieved in these 12 weeks. I didn’t expect this much quality work being done when we were just starting this project. I think that everyone in this group pushes each other to do the most we can and that way we unlock our capacity to the maximum. There are some things we implemented in the project that 4-5 months ago I would think it is impossible to do with that knowledge. I can say that I have improved in writing code and debugging issues as well as finding errors or inconsistencies in the code. My researching skills were fairly good in the previous semester but they have definitely improved a lot as well and they helped find solutions and solve problems we encountered in the course of developing this project. Alongside my technical skills improving I can see my communication skills improved a lot which is very important to develop and come up with the best solution possible. I tried to listen to all the feedback the tutor gave our group and improve on the things that she pointed out. The teamwork is excellent, pushing each other to do more and to want to do more.

**Vid**

My opinion for this 3rd and last iterative phase are very positive. The whole group worked well and everyone was involved in the project. There weren't any communication issues even though most of the things we did online. What I really liked in this phase was that almost every tutor meeting was onsite(at Fontys) so that way everyone could have layed out their opinions and feelings about the project and working in general. Since the whole group was in Eindhoven during the 3rd phase we started using the classrooms in Fontys almost on a daily basis so whenever someone encountered an issue there would be a teammate there to try and solve it and help with it. Personally this phase I worked on multiple aspects of the project, I did documentation writing more then in the previous phases, I did a lot of debugging and helping my fellow peers with a 'fresh set of eyes' on a problem they were encountering. I also helped with developing certain aspects of the website.

**Ante**

In the last iterative phase I have worked mainly on an algorithm for automatic assignment of the shifts to the employees. I enjoyed the process of thinking and designing an algorithm to solve this problem. It was a very interesting experience as it was one of the more complex programming tasks I have done yet. Firstly I created a diagram for the algorithm which was rather simple, then I moved onto the actual programming. I have learned a lot about testing programs and debugging. I learned how to debug faster and I have discovered some tools which help in doing so inside visual studio. I have also improved at communication and brainstorming. One thing I would like to improve further in the future would be analyzing the problems better before starting to work on them, as I struggle with creating diagrams before making the app. It was an enjoyable experience to work in an organized group throughout the semester and I am happy with my progress in regards to coding and group communication.

# REFLECTION ABOUT APPLYING ITERATIVE & DIFFERENVES ABOUT WATERFALL AND ITERATIVE

Iterative method has its advantages and disadvantages, but it is a controlled, organized way of approaching a project. Every teammate wrote some thoughts about the two different phases.

**Ana**

Frankly, I prefer the iterative method, because it was never a point where I felt overwhelmed with the work that we have to do and we took requirements step by step in an organized approach. I felt like the guidance was specific and easy to follow and implement. Because this is our first more complex project, we had some struggles with dividing the work, as in what should we do first. This happened in the waterfall phase and although we had guidance from our mentor, we were a bit disoriented. In the iterative phase, every week we had goals, new features to brainstorm and implement and it was easier to be focused mainly on that. I also consider that these two types of approaching the project are very subjective, both of them are good, but every person has a different preference, because taking with some teammates, some would rather choose waterfall. For future, I think we will get better at breaking the project in smaller pieces ourselves (like it was in the iterative) and then, it would not matter if it is waterfall or iterative, the work will be smoother.

**Bianca**

For me, the waterfall is more suitable, because I get all the requirements and I can divide them how I want, knowing that at the end of the phase, I will be able to reach the goal. The iterative phase sometimes makes me anxious because I have a different rhythm of working, but to reach the requirements for that week, I need to change my schedule. I do not think it is a major problem for me, it is good to try to adapt to different methods of working and delivering the project. For the waterfall phase, we had to write a lot of documents and only the last 2-3 weeks were left for the implementation and in future I would like to experience another waterfall phase, but with less documents and more coding. The main difference between waterfall and iterative process was that in the iterative we were given a more detailed schedule to follow.

**Vid**

Both waterfall and iterative phases have their advantages and disadvantages. My opinion on the waterfall technique is that it is very difficult to come up with a final product that has all the features implemented correctly. There are only a few meetings with the client at the start and at the end which I personally dislike because we as a group of developers don’t get a lot of insight in what the client actually wants and how he/she wants it to be working. Every week there is a completely different task and that is one of the major problems with this development strategy. To much work and concentration is put just on one aspect and it is expected to be finished in a few weeks. This puts a lot of stress on the developers and the whole waterfall development strategy can possibly higher the expectations of the client because he is not included in meetings of how the project is progressing. The iterative method is the one that brings out better results in almost all cases. There are weekly meetings and small milestones set each week, so the team knows which aspects of the project is up to date and which aspects need to be worked on. The client is included in the project in the way that he/she can see the progress every few weeks, and that way being able to give the developers feedback on what is as he pictured it and what is not. My conclusion is that the iterative development strategy is the superior one because small parts of different aspects of the project are being developed at the same time rather than one aspect of the project being done until it is finished and then moving on to the next one.

**Ante**

After gaining some experience in applying both the waterfall and iterative methods, I can say that I prefer the iterative method because it is easier to create a base program and then communicate with your client about what he wants changed/kept the same. When working like this it is easier to think about how to implement certain demands and requirements, because you already know how current code works, where in the waterfall you have to design the whole app and it is hard to imagine how it will all function and how exactly you can implement some things. I assume this is a thing that will get easier with experience, but for now I prefer the iterative method.