This document summarises the collaboration of Group 2 for the system development exam of the 3rd Semester. The group consists of 4 members of 4 different nationalities. In spite of the major differences in our opinions (we agreed on certain rules and guidelines to follow, thoroughly elaborated in the accompanying document called group contract), we managed to harness the benefits of diverse ideas and identify multiple possible approaches to certain problems. After formulating the problem statement and having it approved by the supervisors we were assigned the task of solving the problem by selecting the most suitable agile system development method based on the situation through well-planned and well-synchronised teamwork.

Part 2.1

We have decided to use the scrum method of development which, with few words, splits the work in “sprints” the goal of which is to have working software by the end of each, have daily meetings in order to track the progress, solve problems and change the plan If necessary.

Pros:

* The daily meetings allow to very well understand the stage at which the project is as well as identify any possibly issues and setbacks as soon as possible before they become a major problem.
* Splitting the work into sprints provides the opportunity to evaluate how well-planned was each iteration and make changes if necessary (learn from our mistakes). For example, if we assign too many tasks and fail to accomplish them by the end of the sprint, for the next sprint we will be able to adjust and plan correctly.
* Most of our group members live close to the university which makes it easy for us to have the daily meetings.
* Quickly identify and solve any problems that were lurking and appeared not to be there.
* A democracy-like environment.

Cons:

* Planning meetings and travelling daily takes some time, which could’ve been used on work instead.
* The product owner can change their mind at any point.