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| https://i.gyazo.com/0af3abf7f193a30ef795f91c92357432.png |
| Techstra-One |
| Assessment 3: Our IT Project |
|  |
| **Timothy James Hall S3851553**  **Benjamin McDonald S3851983**  **Andrew Wendt S3858515**  **Rebecca Barnett S3856827** |
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| --- |
| Techstra-One is a group of like-minded students from RMIT coming together with the goal of producing a project with real world purpose and to demonstrate our commitment to developing the necessary skills required for the Information Technology industry in the 2020’s. |

**29-Apr-20**

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# 1. Introduction

The Techstra-One team was formed by students from RMIT who shared an interest in creating a project that would allow us to develop and demonstrate skills relevant to our interests in Information Technology. The students met during the Introduction to Information Technology course as part of the Bachelor of Information Technology offered by RMIT.

In the following report, we will discuss in detail our project plan for a collectables trading app and discuss the prototype we are creating. Our project aims to develop our desired skillsets and target industry trends.

# 2. Team Profile

## 2.1 Team Introduction

#### Timothy Hall S3851553

Tim has always had an interest in IT from a very young age and continued to follow this interest by pursuing a role in IT in the Navy.

Completing 15 years of service following this interest he has found his passion for IT revolves around networking. Tim has continued to follow his passion by completing his CISCO CCNA qualification and continues to educate himself. With his 15 years of experience in the Navy, Tim brings project and team management skills as well as a raft of IT knowledge to Techstra-One to help see the goals of the company come to life.

During his spare time Tim is an amateur home chef and loves to go to the gym and rock climbing with his partner Tiffany.

#### Benjamin McDonald S3851983

Ben is a student at RMIT studying a Bachelor of Information Technology. Prior to beginning his degree, Ben had pursued a career as an audio visual technician working for companies in Canada and Australia.

Working in the AV industry for seven years helped Ben develop his knowledge of networking as well as hardware and software. This led to an interest in IT and AI (Artificial Intelligence) and the possibilities of what AI could hold not only for the AV industry but for every industry.

Ben strives to work as an AI developer, working with the top teams on creating sentient AI, as well as working on smaller AI inclined projects. Ben is semi-fluent in HTML, CSS, and is currently learning java script and python which will all be of benefit to the Techstra-One team.

#### Andrew Wendt S3858515

Andrew’s career started out at a data centre, where he administrated the facilities access control and building management systems.

He successfully completed a certificate 4 in IT networking and a certificate 3 in electronics, he applied the knowledge he learnt by becoming a technical specialist for an electronic security company. He has worked in the field for 5 years, with his responsibilities and experience including fitting off field devices, running cables to programming advance access control systems, IP CCTV, biometrics and intercom systems.

One of Andrew’s goals is to further his knowledge with cyber security - a career in cyber security is very interesting to him. Andrew brings an array of technical knowledge to Techstra-One, including IT networking, electronics and hardware, Linux based operating systems, SQL database management and cisco routing and switching.

#### Rebecca Barnett S3856827

Rebecca has been interested in Software & Website Development for many years, teaching herself how to code HTML in high school before choosing to commence a Bachelor of Technology degree after graduating.

Although her life took a different career path early on - working as a retail manager for fifteen years, Rebecca has always had a passion for technology and is excited to pursue new opportunities in Information Technology, hoping to work as part of a Software Development team in the future.

Rebecca enjoys the problem solving aspects of Information Technology and loves pursuing the “ah-ha!” moment of getting something difficult to work. Rebecca loves to break down problems into manageable parts and can spend endless time perfecting her work whether it is when coding or writing documentation.

Rebecca brings some project management and Java development experience to Techstra-One, which she acquired whilst studying for her Diploma of Information Technology and from a six month industry based scheduling software project. She considers herself excellent at documentation and enjoys producing reports and experimenting with data to create graphs and charts.

In her spare time Rebecca enjoys strategy games, reading and going for long drives with her husband David.

## 2.2 Group Processes

In our first assignment together, the Techstra-One team collaborated via Microsoft Teams to produce a report and website based around our project. Weekly meetings were held and we communicated daily via chat. In addition to Microsoft Teams we also used a GitHub repository for sharing code and a master version of our report file.

Overall the team was mostly happy with the quality of work we produced for Assignment 2. For Assignment 3, we plan to better utilise our limited time together by introducing deadlines for all deliverables so we can better target areas that need further attention earlier.

We also plan to better use our repository on GitHub and ensure that all team members are comfortable with pulling the repository and pushing updates.

## 2.3 Team Career Plans

### 2.3.1 Ideal Jobs

The Ideal jobs of the group have vast differences and contrast amongst each team member. Most members have chosen a career that can be achieved sometime in the near future following the end of their bachelor’s degree or soon after. These positions would be a great start to anyone’s career in the extensive world of Information Technology.

#### Timothy Hall – Senior Network Engineer

Timothy’s Ideal job for the future would be a Senior Network Engineer at Fujitsu Located in Sydney. The job includes becoming a manager and become part of a group of network engineers to design and develop various network designs to meet the constraints of the employer. This would also entail passing on valuable knowledge to the team via mentoring and guiding and providing the team with seamless opportunity for professional development. This position will require prior experience such as

* CISCO CCNP Enterprise/Security, CISCO CCDE, CISCO VOIP services.
* 3-4 years working in ISP or corporate level network engineer roles in a various amount of positions.
* The ability to produce a variety of documents from high level technical documentation as well as more simple operating practices for users on various network topics.
* Understanding of virtualisation with Microsoft Hyper-V or VMware.
* High understanding of routing concepts including BGP and OSPF.
* Certification in current ITIL practices.
* Knowledge of satellite and cellular technologies.

A position like this is of high importance to the fundamentals of a workplace. This job can be very attractive to those who are looking to take charge of team and guide them in a direction toward success. This jobs wage is also around a median of $106k in the state of Victoria.

#### Benjamin McDonald – Artificial Intelligence Architect/Software Engineer

#### Benjamin’s Ideal job is to become a Software Engineer – Java Developer at VROC. This job involves plenty of teamwork working with a vast team of developers to improve their data processing framework to make use of the latest data programmes and technologies. This position would help the employee on how to overall improve extensive AI Technologies and would present great opportunity to develop and work with AI technology. The skills and prerequisites needed for this position are quite extensive in terms of experience and would be needed prior to applying for this job. These would include:

• Moderate skill and experience with JavaScript, TypeScript, REST, API design, Grafana Plugin Development as well as Angualr.js

• Past experiences in coding and creating prototypes for different projects

• Working in a fast-paced environment.

• Have a decent understanding of current and upcoming trends across new fields for technology solutions in the big data and AI industries.

#### Benjamin McDonald (Continued)

#### This job can be appealing to a person who is looking to get into a very unique field of IT. This can keep the person very interested and engaged by learning the behaviour of AI and developing and maintaining certain projects. The salary included in this type of position is quite sustainable and appealing averaging at a median of $78k-$111k in and around Australia.

#### Andrew Wendt – Network Security Engineer

Andrew’s ideal job would be a Network Security Engineer, working on the design of large networks with security as the priority. Andrew already possesses some Networking and Cisco qualifications and has some exposure to small and large infrastructure. A Network security position that Andrew is interested lists the following required skill set:

* Network Security
* Palo Alto Certification
* Linux Based Operating Systems
* Python for networks
* Virtualisation
* SQL Database Administration
* Azure applications
* Cloud based technologies

#### Rebecca Barnett – Software Developer

Rebecca’s ideal job would be a full-time position on the Gold Coast. It would be to develop software for a company called In the Code Pty Ltd. They are offering a position for junior to intermediate software developers with ideally some experience in a MEAN stack development. However, this is not all necessary. This position will also require a great attitude with willingness to learn and develop your own skills as well. The skills and experience that would be needed for this position include:

* MEAN stack (JavaScript & Java)
* Native iOS (Objective C)
* Native Android (Java)
* Effective problem-solving skills.
* A great attitude towards tasks provided.
* A willingness to co-operate, listen and learn.

This position has its responsibilities such as completing tasks withing a time frame and sticking to specific deadlines, further testing on the existing projects and the ability to start on completely new range of projects also with respective due dates. This job may be very appealing to Rebecca because it could be both challenging and rewarding to be able to solve problems withing the set task. Also, the company In the Code Pty Ltd claims to be a relaxed and flexible work environment which can be essential when looking for a new job in the workforce. The salary of this position can also be appealing, its average being around $100k per year being the most common salary in the state of Queensland in Australia.

### 2.3.2 Overview of required skills

The ideal jobs among our group have plenty of similarities in the way that most of these positions require prior knowledge and high skill in coding such as JavaScript and CSS. Rebecca and Benjamin would both need to know the fundamentals of coding including the ability to comprehend and write the respective coding language to a high standard. All Ideal jobs have a similar pay grade the average being around the $90-$110k margin. Also, all jobs are to include the trait of good communication practices and the ability to work within a positive team-based environment.

There is plenty of difference in the jobs our group members are striving towards. This would include Benjamin’s deep interest in Artificial Intelligence and the measurement of its behaviour. Tim’s is interested in gaining a Senior Network management position and Andrew is interested in Network Security. These jobs are quite different to Rebecca’s interest in a software development position.

Overall, the careers of our group members are quite vast with some choosing to focus on web development and others preferring the development of software. Developing moderate to high skill in coding languages would be ideal for most employers in the Information Technology industry.

With the team having different passions for specialties such as the extensive and growing mystery behind Artificial intelligence, Networking and Security, Developing software or landing a management position shows just how vast the Information Technology sector is and the possibilities of career advancement is endless.

### 2.3.3 Career Plans

The ideal job of each team member spans multiple fields of interest in information technology. Where Andrew and Timothy will require specialised certifications and qualifications in Networking such as CISCO recognition and Palo Alto certification for networking hardware and telecommunications equipment, Rebecca and Benjamin will need to focus on Software Development technologies and programming languages such as learning Java, Python as well as database languages such as SQL.

Many members of Techstra-One plan to learn the required skills for their ideal jobs during the course of the Bachelor of Information Technology degree studies.

Tim already has a lot of experience in many of his fields of interest, and is now seeking formal qualifications to solidify his knowledge and develop new skills.

Ben plans on perusing a Master’s degree in Artificial Intelligence after completing his Bachelors.

Andrew intends to do work experience or an internship in Cyber Security after completing his Bachelor’s in order to gain relevant experience.

Rebecca plans on continuing the build her project portfolio whilst completing her Bachelors and may look for relevant work experience when confident in her abilities.

All team members hope to learn something relevant to their ideal careers during their project work with Techstra-One.

# 3. Project Tools (Tim – need to slightly update for A3)

#### Team Website

Techstra One’s webpage is hosted on GitHub pages and can be found [here](https://bugzy088.github.io/Techstra-One/). This page will be the main front of the project which is developing our collectable trading software. At present it has a basic breakdown of what the project is as well as a profile page of all the members who make up part of the Techstra One team along with their individual webpages.

#### GitHub

To host the website files and pages GitHub was chosen to be our repository. As it has inherent integration with GitHub Pages and the fact that it was a simple and easy product for the team to use.

From an early point Tim was the only one who was using the repository as he was the one creating the webpage but as you can see in the below image (figure 3.2.1.1) he (Bugzy088) wasn’t the only one to use it.

#### Canvas

To form the team for this group RMIT’s Canvas was used initially to setup the team. However, due to Canvas’ limited communication features and file sharing the team decided to move to Microsoft Teams for all future collaboration on this project.

#### Microsoft Teams

Microsoft Teams was our primary collaboration tool. We used it extensively for its chat, file sharing and conferencing features. Most of the discussion was done in the ‘Chat’ feature with individual posting their own files (seen in figure 3.3.1.1) to the A2 Report and Website Team pages as required depending on what we were discussing or sharing.

#### Overview of Project Tools

Looking over the past 3 weeks with how the group has interacted with each other using the various tools mentioned above, there are definitely some things we have done well and some areas that need to be improved on for future work.

The things we have done well were deciding to move on from using Canvas early on and moving to Microsoft Teams as it is a better collaboration tool, as it has integration with nearly all the Microsoft Office applications. Not only has that, but it all so file sharing with version control via SharePoint and conferencing capabilities.

Areas that we need to improve on for future work is that we need to use version control to our advantage. While Microsoft Team’s does have the feature through SharePoint everyone in the team just ended uploading their individual files instead of just updating one parent document. Rebecca moved away from Microsoft Teams for updating files to GitHub as the version control seems easier as she has used it before. The other problem was that Microsoft Teams was new to some people so they did not know that they could do this.

As a team moving forward on future work, we need to help each other reduce the workload by working smarter by using one parent document. Also, if there is some education that needs to be passed on to those that do not know, then we must take the time to teach them which will benefit all of use in the long run.

# 4. Team Project – CollectStra

## 4.1 Project Overview

Our platform, CollectStra, will add popular social media-like connectivity to a hobby enjoyed by many people; collecting trading cards, comic books and other kinds of media. We intend to make CollectStra an easy and fun way to manage someone’s collection and to help them connect with other users with similar interests.

By utilising available online databases we intend to have accurate, up-to-date information about each item. By connecting to other service’s API’s we aim to provide utility to each user, allowing them to easily view information on price and availability about the items they hold or wish to acquire.

Finally, we want to add life to the collectables market. We intend to make it easy for users to find out what niche events are on in their local area that they may be interested in and help them to meet other people who are as excited as they are about their collections.

## 4.2 Project Motivations

Our main motivation for this project is to create something useful for a hobby that many of the team find interesting and have taken part of in the past. It is our belief that the collectables industry is under represented by the app market and that there is demand for a social media-like platform where multiple categories of collections could be represented together.

Adding social media elements to existing platforms is certainly a popular trend in the IT industry at the moment with many websites adding enhanced user experiences by offering interactions between its users and connectivity to external social media sites.

The Techstra-One team is hopeful that this project will test their existing capabilities and enable them to develop new skills which will be of benefit for future projects.

## 4.3 Current Landscape (Andrew)

What similar systems or products are available? What competitors are there? What points of difference are there about your project compared to what exist now? At least one paragraph is expected.

## 4.4 Project Aims

The aim of this project is:

*“To create an easy and fun platform in which a user can manage their collections in a highly social environment*.”

This means we want to make it possible for collectors of all types to come together and celebrate their unique items as well as meet others who share their passions.

*Figure 4.4.1. A Pokémon card.*

This will involve the following goals:

* Create an easy to use Graphical User Interface (GUI).

An attractive, intuitive GUI will help attract and retain users and allow them to make the most of the platform’s functionalities.

* Connecting to third-party marketplace API’s and databases to get item information.

By utilising third-party data our platform will be able to provide accurate, up to date information about items to our users as well as display market price fluctuations on collectables.

* Allowing users to connect with their friends.

By enabling our collectors to share their collections with each other we can help users connect with like-minded people and add an extra level of excitement to acquiring new items.

* Suggesting items and events that users may find interesting.

Utilising existing databases and identifying what is missing from user’s collections we plan to be able to provide personalised recommendations to each user on items they may be interested in as well as suggesting events that they may wish to attend.

* Establish market dominance by excelling at providing up to date news and information on items.
* Partnering with conventions and publishers in order to promote our platform and offer user benefits.

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 which will be helpful for achieving your aim. Describe these as best you can. Each project should have a single aim. (e.g. “Re-establish the King under the Mountain", “Construct an artefact in Minecraft", “Produce a movie about green flowers", “Explore the use of Raspberry Pis for cooking"), but may have several goals which will need to be achieved in order to fulfil your aim (e.g. defeat Smaug, annoy Bard, befriend Beorn, kill as many giant spiders as necessary, fight Azog if he shows up, ... ). If things don't go as expected, this is the part of the plan that you would fall back on to answer questions such as “What are the most important parts of the project? Which parts should have priority over the others? If we have only enough time or resources for one of our goals, which one should it be?". 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.

## 4.5 Project Plans and Progress (Ben)

#### Project Conception

(how did we come up with this idea)

#### Planned Features

(just details on what’s within our scope)

#### Planned Features Implementation

(what skills will we learn to make this happen, what technologies will be used )

#### Project Deliverables

(java app, database, website)

#### Project Leads

(what ideas did we follow, eg. Connecting to an API. Did it work out?)

#### Future Features

(Include our lofty ideas for the future of the app – discussed in A2)

#### Future Features Implementation (will we need funding, additional resources ect.)

(some of this was discussed in A2)

#### Project Feasibility

(How feasible are our goals for this project)

Here you should give as much detail as you can about what your project will do, and how you will do it. This should also include how far you have got with developing any features or outcomes from your project. Tell us about the “story" of your project – how it began, how it has progressed, and what stage of the plan you are up to. Include any dead-ends you may have followed, decisions made, and changes that have been made to the project plan. 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? 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.

## 4.6 Project Roles (Tim)

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. Have you defined any specific roles for your project? If so, describe and justify these. If not, describe your process and justify why there are no specific roles.

## 4.7 Project Scope and Limits

For the first phase of this project ending on the 24/05/2020 the following deliverables with the listed functionalities are planned:

* Mock Graphical User Interface design
* Java Application with the following functionalities:
  + Ability to add and remove users
  + Ability to add and remove items
  + Ability for users to add and remove items to their profile
  + Ability to search and view items
  + Chat functionality between users
  + Ability to connect to a collectables’ API in order to retrieve item details
  + A “feed” of information displayed on the main screen of the GUI

For future phases of the project the following functionalities are planned:

* Calendar functionality to show upcoming events
* Location Services for notifying users of upcoming events and similar nearby users
* Ability to trade & buy items
* Functioning Website version of the application
* Ability to upload pictures via phone camera access
* Ability to identify items via image recognition
* Rewards System

## 4.8 Project Tools and Technologies (Tim)

What software or other tools are required by the project? Are there any software licenses needed? 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. You should also include a brief description of any prior experience any group members have had with the tools and technologies you list. 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

## 4.9 Project Testing (Adrian Ferrara)

How will your test your project? How will you know when you have succeeded? 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 and out whether you are building the right product. 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. At least one paragraph is expected here.

## 4.10 Timeframe

|  |  |  |  |
| --- | --- | --- | --- |
| Week | Schedule | Team Members | |
| 1 | * Team meeting: Finishing touches on Assignment 2 | | All |
| * Work on Project Plan and Details | | All |
| * Completion of Assignment 2 | | All |
| 2 | * Team meeting to discuss tools and technologies moving forward | | All |
| * Assignment requirements review | | All |
| * Project implementation brainstorming | | All |
| 3 | * Team meeting: Project breakdown and team member assignments | | All |
| * Scope and Project Timeframe | | Rebecca |
| * Team meeting: Project Plans and Progress section discussion | | All |
| 4 | * Team meeting: Discuss progress | | All |
| * Project Landscape | | Andrew |
| * Project Plan Outline | | Benjamin |
| * Project Testing Plan | | Andrew |
| * Group Processes and Communications | | Rebecca |
| * Skills and Jobs | | Timothy |
| * Video Storyboard | | Ben & Tim |
| * Java application classes and methods defined | | Benjamin |
| * SQL database populated via API integration | | Andrew |
| 5 | * Team meeting: Discuss progress and identify shortfalls | | All |
| * Mock GUI completed | | Timothy |
| * Plans and Progress Report | | Benjamin |
| * Define Roles for future project development | | Timothy |
| * Tools and Technologies required for project Report | | Timothy |
| * Project Risks Report | | Andrew |
| * Java application 1.0 | | Benjamin & Rebecca |
| * Team website updated | | Timothy |
| * Report Finalised | | All |
| 6 | * Team meeting: Finalising Submission, Discuss video demonstration of project progress | | All |
| * Record video of project | | All |
| * Project Testing | | All |
| * Assignment 3 Submission | | All |
| * Assignment 5 Submission | | All |
| 7 | * Team meeting: Develop project plan for further feature implementation | | All |
| * Project plan report | | All |
| * Feasibility study of further functionalities | | All |
| 8 | * Team meeting: Team member assignments | | All |
| * Implementation of Calendar feature | | Benjamin & Rebecca |
| * Website design | | Timothy |
| * Java GUI design | | Benjamin |
| Week | **Schedule** | | **Team Member** |
| 9 | * Team meeting: Discuss progress | | All |
| * Implementation of advanced item feature: Buy & Trade | | Benjamin & Rebecca |
| * Website phase one functionalities implemented | | Timothy & Andrew |
| 10 | * Team meeting: Discuss progress | | All |
| * Implementation of picture upload functionality within Java application. | | Benjamin & Rebecca |
|  | * Website buy & trade functionality added | | All |
|  | * Project Testing | | All |
| 11 | * Team meeting: Discuss progress. Brainstorm rewards system. | | All |
| * Implementation of rewards system on Java app | | Benjamin & Rebecca |
| 12 | * Team meeting: Discuss progress | | All |
| * Implementation of rewards system on website | | Timothy & Andrew |
| 13 | * Team meeting: Discuss progress | | All |
| * User testing & feedback | | All |
| 14 | * Team meeting: Discuss progress. Research Advanced Feature: Location Services | | All |
| * Project plan: User feedback & improvements | | All |
| 15 | * Team meeting: Discuss progress. Research Advanced Feature: Image Recognition | | All |
| * Implementation of user feedback suggestions | | All |

## 4.11 Project Risks (Adrian Foti)

What risks can you identify for your project? There will always be some generic risks (such as computers breaking down the night before a deadline, health and family issues, and institutional changes). Do not include generic risks such as these. The idea is to 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.

## 4.12 Group Processes and Communications

The Techstra-One team will hold a compulsory weekly team meeting on Monday nights at 7:30pm via Microsoft Teams. Depending on the workload for the week an additional meeting will be held on Wednesday nights at 7:30 as needed but will not be compulsory.

Regular communication amongst the team will be via Microsoft Teams text-based chat and team members are encouraged to share their progress and comment on other team member’s submissions via Teams. Team members are expected to upload their work weekly via GitHub or Microsoft Teams file share.

If a team member is unable to attend a compulsory team meeting they are expected to provide advanced notice. If a team member fails to communicate with the team for longer than one week the team will be forced to notify the course coordinators about their absence.

## 4.13 Skills and Jobs (Tim)

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 description would be appropriate? Write 4 position descriptions for people that you would employ to take your project to the next phase. You will need to consider what skills are appropriate, which may include specific technical expertise, team work experience, leadership and management techniques, and innovative thinking.

# 5. Conclusions (Bec)

After analysing the personalities, desired skills and career plan of each team member we are confident that producing a project such as this is an excellent platform to begin to acquire the skills and knowledge we will require in the future.

By utilising each other’s existing skillsets and focusing on technologies that are of interest to us and developing areas where we fall short, we plan on coming away from this project with a tangible asset to add to our portfolios.

Our project will offer unique features that will set it apart from other available apps and we are confident that we can develop or acquire the skillset required to see its success.

# 6. Reflection

## 6.1 Individual Reflections

#### Timothy Hall

#### Benjamin McDonald

#### Andrew Wendt

#### Rebecca Barnett

## 6.2 Group Reflection

#### What went well?

#### What could have been improved?

#### What was surprising?

#### What have we learned about group work?

# References

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