Author: Melissa Smith, Cormac Brady, Rhys Howard, Calvin Chan, Tim Au, Zach Yewman, James Porth, Karl Franks, Scott Lockett, Henry Hollingsworth and Abdullah Al Khashty.

Department of Computer Science Aberystwyth University Aberystwyth Ceredigion SY23 3DB Copyright © |

Final Report

Ref: SE.QA.11 Date: 25th January 2015 Version: 0.2 Status: Draft

Contents

[1 INTRODUCTION 2](#_Toc410030266)

[1.1 Purpose of this Document 2](#_Toc410030267)

[1.2 Scope 2](#_Toc410030268)

[1.3 Objectives 2](#_Toc410030269)

[2 Extra Documents Produced for the Final Delivery 2](#_Toc410030270)

[2.1 The End-of-Project Report 2](#_Toc410030271)

[2.2 Appendices 3](#_Toc410030272)

[2.2.1 The Project Test Report 3](#_Toc410030273)

[2.2.2 The Project Maintenance Manual 3](#_Toc410030274)

[2.2.3 Personal reflective report 5](#_Toc410030275)

[2.2.4 Revised project plan and design 14](#_Toc410030276)

[3 Structure of the Final Delivery 14](#_Toc410030277)

[3.1 Final Report 14](#_Toc410030278)

[3.2 Format of CD / blackboard submission 14](#_Toc410030279)

[3.3 Online access to materials 15](#_Toc410030280)

[REFERENCES 15](#_Toc410030281)

[DOCUMENT HISTORY 15](#_Toc410030282)

1 INTRODUCTION

* 1. Purpose of this Document

The purpose of this document is to give a detailed account of the performance of the group 3 team as individuals as well as a unit, also the work that went into the project and details of the program itself.

## 1.2 Scope

This document states which documents need to be completed and handed in alongside this report. This document will also contain Personal Reflective Reports from each team member, this contains their personal thoughts on the project and the team.

## 1.3 Objectives

The aim of this document is to lay out a detailed explanation of the work contributed by the team to create the program, this includes what each team member contributed and the problems incurred whilst working as a unit. This document also aims to aid in understanding the development of the program and how this was achieved.

# 2 Extra Documents Produced for the Final Delivery

## 2.1 The End-of-Project Report

The end of project document should state clearly how much has been accomplished on the project. The purpose of the report is to enable the markers to evaluate how well you have done the project. It should be written as a coherent submission (i.e. as if one person wrote it, not as separate accounts of the project from each team member), and should provide the reader with the following items:

A management summary. This should sum up in one page what the project achieved (what parts of the program work and what parts do not; which documents are in a good state and which are not), what difficulties stood in the way of project completion and how they were overcome, and how well the team performed.

A historical account of the project. This should outline the main events over the lifetime of the project, and how the project team acted to produce a plan and to deliver a product within a constrained lifetime. This should take no more than two pages of A4.

Final state of the project. This should give a summary of which parts of the project are perceived as correct and which are not. It is as well to be as accurate as possible here - more marks will be deducted for problems that are not declared but are detected by the markers than for problems that are declared in the final report. As well as missing or erroneous features in the software, known problems with documents should be included here.

Performance of each team member. The project leader should write a half page description of the duties and performance of each group member, including the group leaders themselves. This should be agreed with the group member if possible, and it should state whether agreement was reached, and if not, should give an explanation why not.

Critical evaluation of the team and the project. This should be no more than a page in length and should address the following subjects: 1. How did the team perform as a whole, and how could that have been improved 2. How could the project have been improved? 3. What were the most important lessons learned about software projects and about working in teams?

## 2.2 Appendices

## 2.2.1 The Project Test Report

This document will be a list of the named/numbered tests planned for the project, plus for failed tests, an explanation of why the test failed if available. In some cases, it may be possible to group failed tests with a single explanation. In such a case, the explanation should be given once, and referenced elsewhere (e.g. see explanation for test ST22-01-12). This report should have a header page, but does not need purpose/scope/objectives - the body of the document can just be a table of tests, the result for each test, and explanations where necessary.

## 2.2.2 The Project Maintenance Manual

Program maintainers pick up the maintenance documentation because they have a specific question in mind. The goal of your program maintenance documentation should be to answer all of the likely questions, or at least to show the maintainer which part of the program source is likely to provide the answer. Examples of maintainers’ questions are:

1. This program crashes with a particular combination of inputs. Where is the bug likely to be, and how do I rebuild and test the system once I have fixed it?

2. How can I extend this “sort” program to add an option which will delete any repeated lines found while sorting? Indeed, is its structure such as to permit such a modification without altering its design completely?

3. Can I speed up this slow program without major change? For example, I have found a new and wonderful sorting procedure. Can I replace the slow sort used in this genealogical data management program? Most programs do in fact contain bugs. Normal commercial practice, especially with minor bugs, is to document them and correct them at a convenient time (perhaps 3-12 months later), rather than rushing to fix them and releasing a new version immediately. Making immediate fixes is costly in distribution and reinstallation of new versions and above all leads to problems when the ‘fixes’ have unforeseen side effects. This lead-time on fixing bugs means that documenting any likely changes and how to make them is vital, because the changes may be carried out by someone else. A checklist for the structure of a maintenance manual is:

Program description. This will give a brief description of what the program does and how it does it, e.g. for a sorting program you might say It sorts a list of English words into alphabetical order using the bubble sort method.

Program structure. This should describe the design of the program. Design diagrams and pseudo-code are both useful methods of doing this. One of the most useful diagrams for a maintainer is one that shows which routines in the program call which other routines (a flow of control diagram). A list of program modules and their purpose should also be given. There should also be a list of methods. This specifies the name, parameters and their types, the type returned by a method, and a brief description of what each method does. Often a couple of lines on each module will be enough. Where this information is contained in your design specification, it can be left out of the maintenance document, and a reference made to the appropriate sections of the design specification.

Algorithms. Here you describe in detail the significant algorithms used in the program or, in the case of well known methods, you may give references. Again, if this information is contained in the design specification, it can just be referenced here.

The main data areas. This specifies the data structures, including arrays, objects etc. where important information is stored for a substantial part of the main program. For example, in a program that adds a student’s marks together and calculates a grade, there might be data structures used to store a student’s project and examination marks for each course. Again, if this information is contained in the design specification, it can just be referenced here.

Files. It may be that the program accesses certain fixed files or needs files of a certain type to be available. Give such information here. For example, The program creates the file XYZ.test as workspace and later deletes it. If such a file exists already then its contents will be lost. Another example is the program assumes that the current directory contains a file of integers at three per line, separated by spaces. Interfaces. Many programs control or read devices such as measuring instruments. Usually there will be certain protocols to be observed, requirements that a terminal is set up in a particular way, etc. For example, The terminal should be set to read and transmit at a baud rate of at most 1200. The possibilities here are endless, but each application is likely to have a few simple rules that must be observed, and such information should be given in this section. Suggestions for improvements. Most programs are a compromise between what one would like to do and what one has time to do. Where desirable improvements have had to be omitted because of constraints such as time or the available hardware or software, it is worth suggesting them for the benefit of future programmers tackling the same problem.

Where different ways of solving some of the programming problems have been considered, then it can be useful to others who need to work on the same program to have this information. It may be that improvements in hardware or software mean that methods rejected now can be used when the program is revised. Things to watch for when making changes. It is desirable to avoid a programming style which means that changes can have knock-on effects which affect other parts of the program. Sometimes this is unavoidable.

The programmer should be very careful to list any known effects of this nature. Physical limitations of the program. Obviously a computer installation is a finite environment. It can only have so much memory, so much disk space, and only allow each user so much processor time. Some programs will come against these constraints. It is particularly important to list the requirements, where known, because not all environments impose the same constraints - a program might run without restriction in one environment, require special options to be chosen in another, and be completely beyond the capabilities of a third. There is also the question of accuracy when real numbers are used. The documentation should discuss this, if relevant, giving details of the expected accuracy of inputs, that provided by the algorithms, and that of the output.

Rebuilding and Testing. Maintainers need to know what to do when rebuilding a program. Where are all the files? What should they do to rebuild the system? How do they find out what tests to run? How do they know whether it has passed the tests? How do they add a test when a new problem is discovered? If documents are in a non-standard format (e.g. LaTeX rather than MS Word), then it may also be necessary to describe how to rebuild them.

## 2.2.3 Personal reflective reports

**Cormac Brady – cob16**

As the leader of the group my duties included:

* Conducting the group meetings
* Checking up on individuals and group progress
* Working with other group members on their tasks when I had time

However my role also came to include:

* General maintaining of remote git repository
* Creating/updating of minuets, “Gant chart”, timesheets and other administrative docs
* Creating/updating of MySQL database (“main SysAdmin”)

These duties gave the team a framework in which to create good quality work. I do wish that some of the administrative tasks (such as the administrative docs) were handed by other group members as that was what a large bulk of my time was spent doing, however the real issue may be that this work is often very tedious.

As will be probably mentioned in others reflective reports the two main problems we faced was not knowing how long certain tasks would take due to our inexperience and more importantly the many communication problems, our main method was that of email for formal communication and for informal communication group/individual instant messages. However it came to light that many group members did not check these very quickly meaning that often proper correspondence was left to the weekly meetings, this slowed development significantly relative to the ideal if we all worked the same hours in one office.

Attendance of some team members was extremely poor and I found that the card system was not very effective in stopping this as members who were out of contact could not be informed about cards anyway so made no difference in their poor behaviour.

Owning my own VPS and volunteering to use it to host the database and website was one of the best decisions I made in the project as we were a lot freer in what we could and could not do. My server even turned out to also be more reliable and up-to-date than the university systems that other groups used.

The coding week is where we fell short the most as we did not have enough people who were familiar with android development before we started the week so putting more people on the task was akin to poring fuel on the fire.

To conclude, even though it has been a very stressful exercise, I have learned a huge amount on what it is to run a team of 12. Running a project requires jumping to lots of things all the time and getting bogged down in the details often makes you lose sight of the overall progress of the group. I just wish I knew what I know now at the beginning of the project so we could have done even better.

**Melissa Smith – mas97**

The objective of this report is to outline my involvement in the group project and to give a detailed description of the tasks assigned to me, how I completed them and any issues I encountered whilst working, this includes issues with the work itself and any issues I had with the team.

My role in the project was Deputy Manager, the responsibilities that came with this role included tasks such as:

* Assisting in assigning tasks to team members
* Managing over teams whilst the team leader was engaged elsewhere
* Meeting with the client alongside the team leader
* Assisting in decisions on design and implementation

These duties took a reasonable amount of time despite not being work related tasks and I feel I could have accomplished more towards the actual program had it not been for this role, however these duties were necessary for the team to correctly work as a unit.

The other tasks I had outside of my role were almost purely documentation, things such as writing up sections of the design document, test specification, project plan and the final report, read over said documents when they were altered to assess whether or not they remained within the specification and alter then according to feedback from the client. One of my other assigned tasks was to be part of the Quality Assurance team of our group, this included going through sections of documentation I had not worked on, with the rest of the QA team to find faults and report back so they could be altered to bring them up to the standard necessary; the QA team also had to check the website and the app to make sure that they met the specifications set by the client.

The issues I faced whilst part of this team where mainly communication problems, there were a few team members that not only contributed very little, but we had major issues simply contacting them whether this was done on purpose to avoid the team or whether there were simply issues with the methods of communication used I do not know. We did have some major issues with communication between teams, the problem arose when there were parts of the project that relied on others, for example, when the web and app teams had to communicate between themselves in order to get the parts working together correctly and the team leader and I ended up having to be the middle men as the teams simply weren’t communicating properly or in places weren’t communicating at all. Another example of the communication issues of the team is the QA team reviews of documents etc. there was a review that ended up being cancelled as some of the QA team didn’t arrive at the meeting, with no explanation as to why, and the document being reviewed had not been submitted for review.

Aside from communication errors the only other issue we had as a team were absent team mates, this was not unexpected as it is even within the risk analysis for the project however there were a few repeat offenders who simply did not turn up regularly and didn’t contribute enough to validate their absences from meetings.

There were some mild issues with the actual creation for the project, there were some problems with lack of skills in certain areas this meant that team members had to work together more closely and pick up skills they didn’t have quicker than would have been comfortable, this was not a large problem however it did stunt the growth of the project more so than we would have liked. Technical issues were present, there were some issues with the server and accessing it became rather tricky for a while but the issue was quickly fixed.

I feel that I have done my best for the team and the project and whilst I wish I could have done more towards the technical side of things I believe that I upheld my duties well and that I helped balance the team and ensured that peoples skills were being properly utilized. I also feel that I aided in the prioritising of the project and that my working alongside the team leader has allowed him to focus more on the project and the technical aspects whilst I worked with the people involved and maintained motivation.

I do however believe I could have done more to aid tension between the team as there was some animosity between a few of the members that I was unable to recognise until later on within the project and I think I could have spoken to the individuals in question in an attempt to calm the issue. I also understand that whilst there were always going to be parts of a project I am unable to contribute to due to lack of skill, there were areas of the project I admit I could have been more involved in such as the website, with mild skill in the area I could have participated more than I have.

As a whole I believe our team has been mixed in its performance; when we started out as a team things were slow and difficult to get individuals to co-operate with one another however once the project had gotten beyond the beginning stages the individuals who bothered to contribute and attend were outstanding, the communication issues aside, the team members created work that was above and beyond what they were asked for and they worked without complaint and whilst all teams have a few individuals that are unfavourable, most of our team members were punctual, polite and worked without question.

My feelings also stretch to the team leader, who at the beginning was slightly awkward and unsure of his place amongst the team, he has grown throughout the project and proven himself to be a brilliant leader. My role as deputy leader could have been an arduous one, it is easy for a leader to simply treat deputy management as just another team member, however I felt I was treated with respect and given tasks that were in accordance to my role; I was not ever downtrodden or lessened for being deputy or for being the only female on the team, I was only ever treated as an equal and a valued member of not only management but the team as a whole.

To conclude I feel the entire experience has been a positive one, the project has been a huge success as to showing my strong points and what I still have to work on. It has also been a success in showing the other team members what office life is like and how to efficiently work as a team, I feel my previous experience with office work was a large benefit to my team and to my experience within this particular team and I believe the app and the website created out of this project to be a shining example of the work that can be created when a team works together properly.

**Calvin Chan – cac36**

Job

Quality and Assurance / Testing Team

I was originally assigned to the Quality and Assurance team, however as the project went on the group needed another person to assist the Testing Team. I volunteered to take on the position, I found out that testing is what I seem to excel in. Our group seems to be dysfunctional most of the time. We have a group mate that have only showed up twice or three times to the meetings. I heard that he has potential as his work is “not bad” however the effort and contribution was so little it isn’t even worth mentioning. At this point we are 1 person down, to make up for the lack of man power the group had to earn our keep. Our group seems to be in harmony, people are getting along but when people start saying did (not going to mention names) finish that job he was assigned yet? There was always this response “who is …?” It is evident that our group lacks communication; people don’t know each other’s names. This would have been fine if it was on the first or second week, but we are well in the middle of the project and at this point people should be familiar with each other. At the end we did learn each other’s names, some are good some are bad.

There are a certain people who tend to make excuses and avoid work. In my opinion that is unacceptable, as mentioned above we are one person short. Safe to say that at least 3 people really did not contribute much to this project. It always seems to be a certain people that contribute the most when we started work week. Safe to say I have attended the entire work week, stayed until I am no longer needed. The certain people in our group who were there every day along with me, they have my great gratitude. It seems that including me six people showed up every day. And the rest probably showed up for a day or two. Keep in mind that is only 50% of the group actively working. To my knowledge there is one person that is working at home but said person does produce result so there is no problem there. I cannot comment on the missing people if they did any work on their own time or not but it is evident that only half of the group showed up every day during work week. I am sure all 3 cards have been issued to different people and I must say that it could have been avoided.

My job could be easy or very difficult depending on how much experience and time you are willing to invest into it. I am no stranger to testing for bugs and glitches; I do it in video games on a regular basis so I find repeating the same action over and over simple and easy. I tried to do my best as submitting all the improvement and bugs that I could find, our program is not perfect but it is functional. Only if our group had more man power and everyone would pull their weight it would have gone so much smoother. In conclusion, our group was okay and there were good and bad times. It could have been so much better but it also could have been so much worst. I am happy that things turned out okay and we have a working program because of the talented programmer / web developers we have.

**James Portch – jap55**

The aim of this report is to outline my involvement in the group project and to give a detailed description of the tasks allocated to me, how I handled them as well as any issues that arose during the process of completion.

My role within the group jumped from being in the quality and assurance team, compiling and creating our first document “Project Plan” and server team creating the “Components Diagram for Server(RPSRsrv)” for our “Design Document”. I feel that the role for that I had for this document was fairly simple, just the fact about how I carry out things is a disorganised mess and this could have gone a lot smoother than it did. I feel I was a lot better suited to doing tasks within the QA team.

I managed to turn up to almost all of the group meetings only missing approximately 2 or 3 of the extra meetings due to lectures and practical sessions. Although there were a large amount of us in the group I feel that I only saw certain people only once or twice throughout the process.

I think the group as whole started off quite weak and a bit unsure of how to approach the project, but I think in the end they managed to pull through and get the work done to an acceptably good standard.

Due to my lack of skills in certain areas of the project I believe I haven’t been able to do enough to actually help with the implementation side of the development and have most likely created more work for people as they were the only ones able to cope with the tasks.

During work week I had a severe inner ear infection which stopped me from being able to move as I would lose my balance, fall over, and feel sick. This lasted from the 23rd January – 29th January 2015. I did however attend work week for the first 2 days being allocated to go over the submitted documents, Project Plan, Test Specification, and Design Document with one of my colleges and amend them according to the given feedback of each one, as well as being allocated to add data recording data to the data base so that there would be something to view on the website. This involved adding reserves, users, and plant recordings.

With regards towards our group leader, I think he started off unsure of really what to do as he had the guts to volunteer as no one in the group really wanted to do the job. After a while of being in the position I believe he gained more confidence in the role. However allocated tasks in the meetings were at times unclear to people and what had to be done for them. In spite of this he has managed to keep people busy working on the project although he has done a lot of tasks that I think he didn’t expect he would have to do.

To conclude, the experience of the group project as a whole has been good and I have gained group working skills which is something that I have never done before. In my opinion I know I could have done more to help with tasks and have been more enthusiastic and involved to take on tasks when openly offered for anyone to take. Overall the experience has been good practice for entry into the real world.

**Scott Lockett – scl10**

My role within the group was a member of the Web Team, my responsibilities with the role mostly included creating documentation for the web/server aspect of the project, and some basic PHP and HTML.

My duties for the documentation were all completed on time and to the best of my ability. I found the documentation aspect of the project a lot better suited my skills than the actual implementation of the website. I produced multiple documents for the web application such as the testing specification, the design specification, and also in the project plan analysing the risk of the project as a whole.

My duties also took a lot less time compared to a lot of the other people in the group, who actually created the application or the website for example. I was given the tasks to start implementing the design of the website which I struggled with and as a result I was assigned very few tasks since then, and so my timesheet was significantly lesser to other members of the team.

As said previously, I faced quite a few issues with the creation of the website I was assigned as part of the web team. I’m not a very confident web programmer and I didn’t really feel like the position suited me and most technical jobs which were given to me, I struggled with and other members had to take over tasks and complete them. I was a consistent member of the team however and did attend all meetings and tried to help out whenever possible. During the coding week I was on hand to help in any aspects I could.

Communication was a major downfall of the group as a whole. Often tasks were assigned verbally, with no real specification of what to do, during the hour meeting each week. But were not fully explained due to time constraints and which had to be explained in better detail further in the week over other mediums which were not as efficient. During the first few weeks of the project, we did attempt a second meeting each week, which attendance was especially poor. This was more than likely again down to the failure of communication amongst the group, but also down to clashes.

In terms of discipline there seemed to be no difference between a deterrent and a threat constantly throughout the process. Team members were regularly threatened with yellow cards which weren’t responded well to. I think that work would of still been completed without the need for yellow cards to be mentioned. The team leader did work very well however, and managed the group exceedingly well towards the end of the process, and should be proud the way the team was managed.

The application team and the web team were both a very effective team and worked very hard and produced a very impressive application and website. I feel like the process was slow to start but came together very well towards the end and certain people in the group were vital to the success of the group.

I found the process a very good overall experience. It was interesting to see how a team function as a whole and how the group came together to create a piece of software that we can all be proud of. The experience was definitely a long and at times, dull, process, but still a very productive, useful and insightful experience.

**Yee Tim Au – yta**

Main role

Testing team lead

In the first few weeks I knew my strengths and weakness and I volunteered to be in part of testing team. Thinking of myself that I might know how to create a case diagram for our project plan. I made few attempts on the work, but another member had created a better version therefore my version was not been used, although that was a good experience for being competitive.

Since I got some more experience on the group project (spending more time reading the requirement), I shared my view on some tasks such as time managing and some design to my leader. After that I formally became the testing team lead.

To make sure others in the testing team got enough work to do first I had to give them the ability to work on specific task. Therefore I spent some extra time to help some team members to use GitHub, to able to read, write and submit their work. Setting guidelines to test team members so they can have a good start on their work but if they are not able to complete the task I will lend a hand to them.

I spent lots of the time contributing Test specification (App UI part). Our early prototype had many parts that are not in the client requirement therefore we got a longer testing list. And thanks for the QA team our test specification table became more sensible.

In the coding week our testing team got works to do every day included testing different version of the applications and the website; Follow up the progress in coding week and reminding the coding team where the focus should be.

After the coding week I was responsible for working on the maintenance manual.

**Rhys Howard - Rkh4**

The objective of this personal reflective report is to show my involvement within the group project, what my objectives were throughout and how well I completed them, also any issues that arose. It is to also reflect how I feel the group worked together as a whole, and any Issues I had with the team.

Early on in the project I was assigned the role of Quality Assurance (QA) manager;

As such my main role was ensuring that all of the pieces of work completed by the group meet the QA procedures and documents so they may receive the best grade possible. I was also partially responsible for the spell checking documents before submission.

The main issue I found within this project, was improper communication between most of the team, I often was unsure where the team was, what they were doing where I was supposed to be etc. It was not clear when somebody had completed an assigned piece despite having a GitHub repository that everybody could access.

Absences of work from teammates, occasional poor leadership (while sometimes good) people were left out of the project.

There were issues with many of the documents, (again communication errors) as people would each do separate parts, and all of the tasks would not always be completed to the required standard. Also in the repository there were often many versions of the same document, with no clear 'latest' document, so this took time to change.

I also created a document template for the team to use for all documents so that they would look the same, and more professional, but pre-submission I would have to modify these documents to match the template.

Team meetings were also an issue often, again due to communication, the meetings were not properly organized, or structured, and were not taken seriously by most of the team to the point were very little was achieved, also the review meetings would often just be one member checking over the document, then sending to another for confirmation.

I think overall in this project I have performed my job, however I would much prefer to have been a bigger part in many aspects of the project, I was not particularly included in the coding side of this project and would have liked to assist with this. I think the experience of working in a team however is extremely valuable skill in computer science as it will be used regularly in industry.

As a whole I think the team has performed well, we have managed to complete everything required of us, to a good standard. However the actual team-working could have been improved, with both better communication between all members, and better leadership to ensure everybody is clear of the tasks ahead and meeting times.

**Henry Hollingsworth – hmh7**

The objective of this report is to outline my involvement in the group project and to give a detailed description of the tasks assigned to me, how I completed them and any issues I encountered whilst working, this includes issues with the work itself and any issues I had with the team.

At the beginning of the project I was assigned to the two-person Android app development team. However, I ended up as the only app programmer as the project progressed, which meant I was then responsible for writing the code and final UI design for the Android app (both front-end and back-end).

Unfortunately, due to the demanding nature of the server database segment, as well as some team members effectively abandoning the project, I was the sole programmer working on the app for almost the entire duration of the project. Before Christmas I expressed a wish for another programmer to be attached to the app, but that proved impossible for the aforementioned reasons. During coding week it was too late for others to learn Android programming and get familiar with the existing code. However, I did get assistance from the group leader with the app's database section.

The submitted app lacks some planned features (namely editing records) and has several bugs, one of which causes the server to reject the submitted data. To have gotten the app fully finished on time it would have required either more intense working on my behalf before and after Christmas or alternatively an extra programmer to take responsibility for some sections of the app.

I had not programmed for Android before the project, save the small worksheet at the beginning of the semester, and I had trouble learning how to implement some of the required Android features, such as the navigation drawer. I believe that if I had learned to properly program for Android sooner (at the beginning of the project) the app would have been fully functional and more polished by the end of coding week.

Even though I could not finish the app on time, I gained a significant amount of experience in Android development as well as working in a group with interdependent tasks and duties.

**Abdullah ALKhashty - aba5**

Job Testing Team

In this project, I was assigned to the testing team which is in charge of the testing of the application and making sure that the implementation of the plan is well. Our group did lack one important element which was communication, for me also there was a key problem which was that the repository in our git-hub was very complicated to deal with and my job most of the time was unclear to me.

On work week, there were many missing members of our team which lead to us having a shortage of manpower to complete some essential parts of our project, I also was in Birmingham to deal with a family issue for a day. On work week, I did arrive to the Orchid and tried to make the most of it, I was assigned to help with building our database of existing flower conservatories. Also I was put in charge of implementing a search bar that would auto-complete user input in accordance to our existing database, to make the user's job a bit easier, I really did enjoy working on this, however we failed to implement some of the basic aspects of our program so I was not able to finish this part of it.

Although our group was 5 people down as I was informed, we tried to overcome that issue and we made some noticeable progress regardless of the issue. I also was given at one point a job of modifying our website to make it look nicer which I have done, I have implemented a CSS style sheet and some HTML buttons to make it looks nicer and easier to navigate. I have inserted a line between the buttons and the list of wildlife conservatories, to make it look more organized and less crowded.

However, many of our group members were carded including a red card for a variety of reasons including not attending work week or not helping with the project. Our overall project looked nice however and is presented well. I could have done a much better job but I did encounter some issues and family problems, which led to me ultimately not being able to concentrate at all. I did however try to make the best of what I could do when I was required at the work week.

**Karl Franks - kpf**

Team Role - Web Team

Early during the project, I was involved in creating the Project Plan and Testing Specification. I will admit that during the first term of the project I did not put a lot of effort into the project, which reflected on initially very low hours. This was mostly due to not spending enough time working on other assignments, and prioritising those over the group project.

For the Project Plan I contributed a high level architecture description, use case diagram and an accompanying description for each element listed in said diagram.

For the Testing Specification I contributed a table listing a set of tests to test the website and server.

During coding week however I put in a lot more effort, with the bulk of my allotted hours coming from that week. In this week I completed a small task of updating the website’s design for the design document (the design had been changed since that document was produced) but spent most of the time working on the website implementation with the other main member of the web team, Zach.

I contributed a lot more during coding week than the rest of the term, and I understand I should have put that level of effort into earlier work.

Zach and I were able to complete the website to meet the requirements and I am quite proud of the work we did, especially with small details that may not be obvious at first.

I think overall our team worked reasonably well, however a lot of the time a large amount of work was finished at the last minute. The main issue I think was that it became clear pretty quickly half of the team were a lot more committed to the project than the other half and I would definitely place myself in the latter group for the early stages. I think the project was well managed, and any issues were generally to do with members of the team not doing their allotted work not with Cormac’s management who I think was quite good at delegating tasks, however I think from my perspective there should have been at least an extra person allocated to work on the Android development because as far as I’m aware the Android team were not able to implement all of the requirements.

I think team communication could have been improved as well, frequently people would turn up to weekly meetings and proclaim they hadn’t done their work for some reason when they should have said something earlier in the week if they had a problem.

Overall I think the project has been a successful experience, and I think it has on a personal level at least improved my confidence in web development and interacting with databases.

## Revised project plan and design

The project plan and detailed design documents should be updated in line with the feedback given and the final approach taken and included in appendices.

# Structure of the Final Delivery

## 3.1 Final Report

The project final report should be handed in on paper, bound, along with a copy of the project filestore on CD along with a top-level web page indexing the filestore, as described below. Electronic copies of the report and the (zipped) filestore should also be submitted on BlackBoard. A useful checklist for what you should hand-in is provided in the Review Standards document [1].

## 3.2 Format of CD / blackboard submission

The CD or DVD and zipped BlackBoard hand-in should contain a mirror of the project filestore, in directly accessible form (i.e. not encoded or compacted, and with full length filenames in platform independent format).

## 3.3 Online access to materials

All documents should be provided in a format which can be examined on screen. This typically means PDF. Where relevant, all code should be compiled (Java for example) and linked into .jar , .war or other appropriate executable formats (in addition to providing source code). A top-level Web page should be provided on the CD, with links to all of the documents delivered, so that a chosen document can be selected with a click. Installation and customisation information should be readily accessible.

# REFERENCES

[1] QA Document SE.QA.07 - Review Standards.

# DOCUMENT HISTORY

|  |  |
| --- | --- |
| Version | Author |
| 0.1 | Mas97 |
| 0.2 | Mas97 |
|  |  |
|  |  |