**Group 47 - Contributions Report**

**Alex Moras -956156**

**Kieran Hughes – 91361**

**Ryan Williams – 963420**

**Christian Onishile – 965506**

As a design team member, I was tasked with working on CRC cards, UML class diagram, and the hierarchy descriptions. I was personally responsible for the CRCs and UML fragments of the AccountBaseUser, User, and Librarian classes. All three of my major contributions to the final design were initially composed using word. During every meeting our team was able to work cohesively and effectively at assigning roles, tasks, and future meetings. In the first meeting we were all able to get on the same page with our primary and secondary methods of communication. Primarily the team would use a discord chat to communicate and share files, however, we have occasionally used a Facebook group in the past. We also used github to share the most current versions of all our tasks. Throughout the completion of the design document, everyone would look over each other’s work while cross referencing both the lecture slides and the design specifications. I was able to help amend my teammate’s work and one of my teammates even pointed out something I should’ve added to my CRCs.

**Crisiti Neacsu – 964379**

**Benjamin Farrington – 915699**

Taking the group role of secretary, I was responsible for the weekly minutes, contribution breakdown, and the organization of meetings. I also initiated and maintained the design document, completing the introduction and creating the Use-Case and hierarchal diagrams. Whilst making sure the information was accurate and we covered as much of the marking criteria as possible. I was also responsible for designing the DVD class, this was a basic class so was a minor task.

As a group the only issues we encountered is that we underestimated how long certain tasks would take. So, some tasks overrun from one week to the next. However, by the end everyone had completed their tasks in time for final submission. We definitely succeed in working politely, and as a team. Everyone had their own tasks and we avoid any dispute, with each team member being to play to their strengths.