SWOT Analysis, WarmUp Project: Team 8 - LeCoders

https://github.com/kevku/warmup-exercise

https://youtu.be/Rn4j2oKAlMU

TaskList Team:

1) Kaustubh Paliwal, Team Lead and Designer
2) Brandon Luu, Developer
3) Samvathna Em, Developer
4) Nicholas Nguyen, Developer

Strengths:

- Designer and programmers met their set deadlines
- Able to design a simple user interface with few user interactive features
- Everyone was willing to contribute and learn, and were actively involved with communication.

Weakness:

- Communication in terms of delegating proper roles so we can divide tasks and be more efficient.
- Inexperience working in Software Development based teams, resulting in newfound experiences such as division of responsibilities and other redundancies.

Opportunities:

- Getting Familiar with Github, Pull Requests, Issues, etc.
- Working with Figma, and its tools.
- Learning JavaScript, because of the scope of the project not really covered in class.

Threats:

- People being left behind and out of the loop if an extreme situation happens.
- Can result in inefficiency in the team due to incoherent task distribution.

Calendar Team

Review of the process followed by a SWOT analysis (Strength, Weakness, Opportunity, Threat) on how it went on the aspects team, tech, and tool and a brief summary of your learning.

1) Kevin Kuang, Team Lead and Developer
2) Joshua Chen, Developer
3) Eric Huang, Developer
4) Arthur Cheung, Designer
5) Ulises Salinas, Developer

Strengths:

- Everyone showed effort and met deadlines ensuring steady progress
- Able to implement functionalities and address issues timely
- Inclusive and communicative, welcomed all perspectives through organized call times to ensure diverse inputs
- Made huge progression when everyone is in call and one person is coding to provide structure of the site
- Lots of ideas from experimentation in separate branches

Weakness:

- Timing with other classes and having midterms conflicting time to collaborate and meet.
- Not being able to fully utilize GitHub features like labels to keep track and organize branches
- Needing more time to get everyone on the same page prior to the assignment

Opportunities:

- Learning experience for how to work as a team and coordinating with each other
- Using ChatGPT to increase productivity, and understanding the examples if we don't understand how a specific function is utilized
- Coming up with specific prompts in ChatGPT that either works with pre-existing code or adapting its output by proofreading lines to our code

Threats:

- Different schedules/time(note)
- GitHub commits and history of the work that is done can not fully display how much they have contributed to the assignment

User Stories (Both Tasklist and Calendar)

- Organized Omar is a travel agent and he wants to arrange trips for clients. As a travel agent, he needs to make sure to not make any mistakes and to book people's flights at the right date and time. He wants a widget that helps him keep track of this, and allows

him to save notes for a specific day. He doesn't want any clutter so it should be relatively simple visually and functionally too.

- Chris is a serial overthinker and is pretty busy, so he wants to make sure he does everything he needs to but doesn't want to forget anything. However some of these things aren't too important so he needs a list that is adaptable and can change to his schedule. He'd hate to get tangled in his mess of work so having a lot of things on his task list would be detrimental.
- Sleepy Joe is a very important person and leader. He needs to make sure when to give speeches on what day. However, sleepy Joe is also a very forgetful person so he needs a list of things to tell him what to say. He doesn't want this list to be too confusing as it will sound like gibberish in his speeches. Also sometimes he forgets what he needs to do on certain days, so the calendar must be able to have simple reminders.

AI Documentation

The Calendar team did utilize AI in our exercise. We utilized it to help learn and create how to parse the dates. We also tried experimenting with different prompts to help implement smaller features such as keeping a box highlighted and hovered when clicked. Overall AI was a useful tool that improved efficiency of the development process by teaching us on somewhat foreign concepts and generally guiding us on certain aspects of how a feature should be implemented. It did help with a time constraint, as it helped us focus on a main working feature together. We did run into a few challenges with AI, as some implemented features were either nonfunctional or didn't exactly work as intended. This experimentation was an interesting experience during this warmup that was very insightful and will potentially help us in the future. Our team will most likely plan to use AI again and leave it as an open option in our toolkit.