Software Engineering Group Project

End-of-Project Report AUM Group

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# Introduction

## Purpose of this Document

The purpose of this document is to enable the markers to evaluate how well we have done in our project.

## Scope

This documents describes what we have been able to accomplish in the project and how well the team has performed.

## Objectives

The aim of this document is to:

* Explain how the project was managed
* Outline the main events of the project lifetime
* Explain the final state of the project
* Provide a critical evaluation of the team and the project

# project Summary

## Management Summary

## Historical Account of the project

We had our first tutorial on the 15th of February 2018. During this meeting Naailah Hajaree was elected as project manager. The tasks assigned during this meeting were mainly on the user interface and the test requirements documents. Theophilus Elechi was tasked to design an outline of the interface.

During the next meeting we had, Naailah Hajaree reported on the main architecture of the software and the possible objects that would be needed for the game to work. Theophilus Elechi also showed the group what he came up with for the design of the user interface. He mentioned the possibilities of using JavaFX for the user interface. The group discussed both these matters and gave their respective opinions.

The tutorial on the 22nd of February was the first time that all the group members were present. During this meeting the group proceeded to elect the remaining roles that were needed for the project. Jason Yip King Chueng was elected Quality Assurance Manager, Afzal Ismail was made Deputy Quality Assurance Manager and Danshil Mungur was made Deputy Project Leader. Moreover, during this meeting Theophilus Elechi mentioned that using JavaFX to code for the user interface will be quite difficult. As he is the most experienced project member regarding user interfaces, he proposed that a better solution would be to use SceneBuilder.

On the meeting of the 1st March, the group came to an agreement on the layout of the user interface and the different positions the user can view the game. Theophilus Elechi was then tasked to represent the UI using Google Slides, so as to show the interactions of the different functions of the game. The group also reviewed a first draft of the Test Specification document, done by Afzal Ismail according to the template done by QA Manger Jason Yip King Chueng.

The meetings on the 5th and 7th concerned mainly the UI presentation, design specification and test requirements documents. The group were working to complete these documents for the next tutorial as they have to be submitted for review.

After having given in the documents for review, the group started to work on the software part of the game. Jason Yip King Chueng was tasked to start working the code for the UI and Naailah Hajaree was tasked to work on the architectural level design for the program. Afzal Ismail was given the task to code for a dictionary, so that words entered by the user in the game can be determined if they are legal or not.

During the next week, Jason Yip King Chueng and Theophilus Elechi worked together on the user interface. However Theophilus mentioned that the functions of JavaFX are quite restricted and proposed that using NetBeans IDE would be a better alternative. He says that there are more tutorials and resources on the use of NetBeans IDE and that its wider range of functions might be better for the game.

During the same week, Naailah Hajaree and Danshil Mungur started working on the implementation of the game. Naailah would be implementing the classes related to the player and Danshil would be working on the classes related to the game grids and also come up with an algorithm to detect adjacency of the letters in the grids.

After the Easter break the group recap what they have been able to achieve during their time off. Naailah and Danshil had finalized the structure of the software and an algorithm was made to determine the adjacency of the letters in the grids. The main outline of the user interface was done using NetBeans. Jason and Theophilus would start working on the interface specification part of the Design Specification document, according to the template done by Afzal.

During the next two weeks the group worked to finalize the game and bring the different components together.

## Final state of the project

## Performance of each team member

### Elechi Theophilus (the12)

Elechi Theophilus was responsible of everything that wat related to the design of the interface. He was the one who made the User Interface Hand-in and the JFrames Design for the final project with the help of Jason Yip King Cheung. Since he was the one who had more experience with the NetBeans IDE, he was responsible of helping anyone having problem using it. He was also assigned the task to do the countdown timer.

Overall, he made a significant contribution to the group project and he tried to complete his assigned task in the time frame allocated, whenever he was not able to, he informed the team and we assisted him to be able to respect the deadline. Agreement was reached.

### Hajaree Naailah (nah37)

Naailah was the project leader. She was responsible of the everyday running of the project and assigning tasks to the group members. Apart from that, she had to do part of the coding and writing parts of documentations.

Overall, her performance was good as the group managed to finish in time and she would assigned a task to a team member based on their competence or whether he was willing to do it.

### Ismail Afzal (mai15)

Afzal was the Deputy Quality Assurance Manager and he was responsible for taking minutes of the meetings. He was given the task to write the Text specification document, draw the sequence diagrams to be included in the design specification document, find a dictionary for the word checking and writing the method that searches for a word in it.

Afzal’s performance was very good, he was present for all meetings, he tried to help where he could. If he was not assigned any task, he would ask what he could do.

### Mungur Kokil Danshil (dkm4)

Danshil was responsible of implementing the game logic and packaging the software. He was the one who has been able to come up with an algorithm for checking the adjacency of the letters in the grid.

In the first few weeks, his performance was not very good as he was not attending group meetings. However, afterwards he managed to catch-up. It could be said that he made a significant contribution to the group project with his extensive programming experience.

### Tione Yip King Cheung Jason (jty)

Jason was the Quality Assurance Manager. He was responsible of reviewing all documentations, he had to complete part of the User Interface documentation, the Design specification, the User Interface Hand-in and implementing the interface with the help of the12.

Jason’s performance was good overall. He was present for all meetings and he always did his assigned task.

## Critical evaluation of the team and the project

### Performance of the team

### Project Improvements

### Lessons learned

REFERENCES

[1] Software Engineering Group Projects: General Documentation Standards. C. J. Price, N. W. Hardy, B.P. Tiddeman. SE.QA.03. 1.8 Release

# DOCUMENT HISTORY

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| 1.0 | N/A | 4/05/2018 | Original version | Nah37 |
| 1.5 | N/A | 12/09/08 | Added historical evaluation | Mai15 |
| 2.0 | N/A | 12/08/12 |  | jty |
| 2.1 | N/A | 22/12/16 | Updated with redone documentation | CJP |
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DOCUMENT HISTORY

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| --- | --- | --- | --- | --- |
| 1.0 | N/A | 04/05/18 | Added historical account of the project | mai15 |
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