CE101 Team Report Assignment

**Team:** *T*

**Team Leader:**  *Sean Traynor*

**Project Manager:** *Dale Carr*

**Team Specialists:** *Laurynas Pupsta, Charlie Hammond, Valentinas Vaiceliunas*

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# Chapter 1 The Executive Summary (?? words)

Sean

# Chapter 2 Team Working (?? words)

## 2.I An introduction to Team Working

Working with a team in a collaborative project is a rather challenging process; it requires good communication between several team members, full understanding of tasks that are set and the activities that are expected from each team member. Team working requires that everyone attends to the meetings, and if someone were to be absent; that they make the effort to get up to date on current tasks on their own time.

Working in team can be a lot more efficient than working on your own. There are more minds working on the same project, all with different opinions on what should be done and how the product will achieve optimal proficiency. This can combine the best pieces of each mind which will eventually result in an improved final product, compared to a project managed and produced by one person.

Sean.

## 2.II Team Activity Report

### 2.II.a The team effort summary table

Sean  
Ref Appendix B and write comments/notes on the table.

### 2.II.b Detailed report of each team members contribution to the project

#### Sean Traynor

##### Introduction

I am the Team Leader for Team T. The role of the team leader is to take a part in all the different aspects of the product and process of developing the product, but not fully specialize in one part of the product. This hasn’t been applied fully in this team because we ended up being one person less than first anticipated, and since I had some previous experience with working with GUI code before I assigned myself most of the GUI coding in python. I think that I was assigned the Team Leader role because of my previous experience with coding, working in teams and because I was generally interested in the responsibility of being a Team Leader.

##### Past Work

Momentary List:

Posting weekly tasks, GUI code, Team skills list, experimenting with tkinter and pyqt4, intellectual property.

##### Additional Notes

#### Charlie Hammond

##### Introduction

I am the Design Specialist for Team T. It is my job to come up with the ideas and help get the design aspects of the project across to the rest of the team as well as draft the refined ideas so that they can eventually be implemented into the application/program that we are, as a team developing.

##### Past Work

Starting from the beginning. 10th November 2014 it has been my role in the team to collectively work with each of the members, whether it be in the forum online [1] or with a team meeting which happens every two weeks. Since the launch of the project I have written reports covering application design [2] to potential health and safety when using the application [3]. All of the aspects that I have coved in my reports which can be found within the list of uploaded documents on the Moodle website supported by the University of Essex [4] are aspects of design that many don’t considered when looking at an application. At this point of the application design, as of the 18th February 2015 my designs are all theoretical but are essential to the team so that we as a team can collaborate and have an insight to what the final design could be like. Each iteration of the design can be seen in the documents I have uploaded on Moodle, so far the design assets we are interested in using have been uploaded in a folder [5] so that not only I can see and manipulate them. I have given creative control over my designs to the team for inspiration and influence so that in the end it’s a product that we can all agree on.

##### Additional Notes

At this stage of the design. Astatically the program is plain, clean and simple as it is going to be a practical and useful over vibrant and attractive. This will change in the future as the application comes together and is functional it is then possible for me as a designer to look at the canvas I have to use to project the ideas that team T have for the aesthetics of TIAS.

##### References

[1] - <https://moodle.essex.ac.uk/mod/forum/view.php?id=208159>

[2] - <https://moodle.essex.ac.uk/mod/data/view.php?d=128&mode=single>

[3] - <https://moodle.essex.ac.uk/mod/data/view.php?d=128&mode=single&page=56>

[4] - <https://moodle.essex.ac.uk/mod/data/view.php?d=128&mode=list&perpage=50&search=&sort=0&order=ASC&advanced=0&filter=1&advanced=1&f_367=&f_368=&u_fn=charlie&u_ln>=

[5] - <https://moodle.essex.ac.uk/mod/data/view.php?d=128&mode=single&page=60>

#### Dale Carr

##### Introduction

##### Past Work

##### Additional Notes

#### Valentinas Vaiceliunas

##### Introduction

##### Past Work

##### Additional Notes

#### Laurynas Pupsta

##### Introduction

##### Past Work

##### Additional Notes

# Chapter 3 Product Development (?? words)

## 3.I An introduction to Product Development

What exactly is product development? As the name suggests, product development is the development of a product and all the processes involved in doing so. There is no correct way of developing a product, as long as the result is a fully functional product. Product development is a rather extensive process and is quite difficult, especially if the product is being developed by several people.

Developing a product usually includes a group of people with a vision for a product, such as a piece of software or technology. It often requires the modification of an already existing product, if this is the case the modification should end up with an improved version of the product, or an alternative version of the product. In our case we are modifying already existing software to best suit our needs. The software we are developing is a price comparison software, but it specialises in computers, specifically for the UK.

The development can be built on a couple of methods. The most common ones are Waterfall and Agile. The Waterfall methodology starts off by determining the requirements and specification. This methodology is commonly used when the developers have a clear vision of how the product is going to work, look like and they know exactly how to get the finished product. This is the reason why the more common methodology nowadays is Agile. Agile is a lot more adaptive and progressive. Agile methodology uses a method called Sprint, and usually lasts for a week to a month. During the Sprint the team members takes on a small set of tasks and generate reports based on what work was done on the project during the Sprint.

Sean.

## 3.II The Team Product

### 3.II.a The product specification

Dale

### 3.II.b The product design

The design of the product is set to be as user friendly as possible. The reasoning behind this is because we want the target market to feel at ease with the software at first glance. All of the elements on the GUI are optional; as long as at least one of the fields is filled in the user will get a result. The thought behind this idea is that users might only want to search for a specific price range, or users might only want to search for a specific brand regardless of price.

Sean.

The appearance of the application is a likeness to the simple practical aspects of the program. The established iteration of the product is not too simple where as it would be boring and bleak but again not too vibrant and distracting thus to keep the user from detracting the attention away from the intentions of the application. The design process of the application follows some simple steps. Ideas, refinements, discussions and implement; these rules help to guide the ideas into satisfied implemented graphics or assets. From the step by step process it's been possible to implement one of the team’s most significant assets, the logo. Shades of black and red in the colour palette work well with each other, this coloured theme has become the signature for the application. With each step in the design process all the assets and graphics seen in the application follow the same theme to keep it professionally consistent, aspect like this in the product design aid to insure top quality production for the users benefit.

Product design also holds some legal matters which will be explained in depth in section 3.III.a of this document.

Charlie.

### 3.II.c The product implementation

Laurynas

### 3.II.d The product testing

Sean (Ad-hoc)

## 3.III Context

### 3.III.a Legal matters

The design stage of the product can have some complicated legal matters which can affect the product throughout the development and after the working release. Image, text and likeness of other products are the main issues that lead to a legal matter which our university student team cannot contend with. This could be the use of a font, like the “T” in the logo to the general presentation of the application itself. If any large company seeks to file any legal action towards our developing team; as a team we would need to come to an arrangement which would take time, time better used creating a stable, professional product.

Charlie

…

Valentine

### 3.III.b Ethical matters

Valentine

### 3.III.c Health & safety matters

Dale

# Chapter 4: Project Management (?? words)

## 4.I An introduction to Project Management

Dale

## 4.II Project Management Report

Dale

### 4.II.a A description of the Gantt chart[[1]](#footnote-1)

Dale

### 4.II.b An evaluation of the project management

?

# Chapter 5: Conclusions (?? words)

Primarily Sean

# Appendix

## A. Python Code

Sean & Laurynas

## B Team effort summary table

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | **Meeting Attendance** | **References added to the database** | **Précis added to the database** | **PowerPoint Presentation given to team** | **Agendas in team logbook** | **Minutes in team logbook** | **Number of discussions added to the Team forum** | **Product Development** | **Report Writing** |  |
| **Team Member** | **Role** | 0-10 | 0-10 | 0-10 | 0 or 10 | 0-10 | 0-10 | 0-20 | 0 (not involved), 15 (average involvement), 20 (major involvement) | 0 (not involved), 15 (average involvement), 20 (major involvement) | TOTAL |
| Sean Traynor | **Leader** | 10 | 2 | 5 | 9.7 |  |  | 18 | 18 | 16 | 0 |
| Dale Carr | **Project Manager** | 7 | 0 | 2 | 0 | 10 | 10 | 1 | 5 | 14 | 0 |
| Laurynas Pupsta | **Specialist** | 10 | 6 | 5 | 9.5 |  |  | 10 | 18 | 14 | 0 |
| Charlie Hammond | **Specialist** | 10 | 6 | 10 | 9.5 |  |  | 18 | 18 | 18 | 0 |
| Valentinas Vaiceliunas | **Specialist** | 7 | 2 | 2 | 0 |  |  | 2 | 5 | 15 | 0 |

## C Project management Gantt chart

Dale

1. Gantt chart in Appendix C [↑](#footnote-ref-1)