CE101 Team Report Assignment

**Team:** *T*

**Team Leader:**  *Sean Traynor*

**Project Manager:** *Dale Carr*

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

## Table of Contents

Chapter 1 The Executive Summary (?? words) 3

Chapter 2 Team Working (?? words) 4

2.I An introduction to Team Working 4

2.II Team Activity Report 4

2.II.a The team effort summary table 4

2.II.b Detailed report of each team members contribution to the project 4

Chapter 3 Product Development (?? words) 5

3.I An introduction to Product Development 5

3.II The Team Product 5

3.II.a The product specification 5

3.II.b The product design 5

3.II.c The product implementation 5

3.II.d The product testing 5

3.III Context 5

3.III.a Legal matters 5

3.III.b Ethical matters 5

3.III.c Health & safety matters 5

Chapter 4: Project Management (?? words) 6

4.I An introduction to Project Management 6

4.II Project Management Report 6

4.II.a A description of the Gantt chart 6

4.II.b An evaluation of the project management 6

Chapter 5: Conclusions (?? words) 7

Appendix 8

A. Python Code 8

B Team effort summary table 9

C Project management Gantt chart 10

# Chapter 1 The Executive Summary (?? words)

Sean (What is the team report going to be about? List main points of the report)

# 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 (Describe Appendix B)

### 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

I have been posting tasks on the Moodle forum when necessary [1], which has been quite irregularly. The reason for this is because of the good communication that most of the team has outside of the lab sessions. When we first started the group project my first task was to create a team skills list [2]. After that I went on to try out some different graphical libraries for Python, such as Tkinter and PyQt4. The main responsibility outside of keeping updated on what the team is doing and assisting the team in any problems that may occur was the GUI code. I was primarily working on the User Interface for TIAS up until we decided that we should abstain from using Tkinter and create a website instead. I have also created a couple of reports and précis, such as a report on Intellectual Property [3].

##### Additional Notes

Currently we are working on a mock-up for the TIAS website, which should be fully functional within a couple of days. My primary role there is to create the PHP scripts for providing the website results based on entries in the database set up by Laurynas.

##### References

[1] – Moodle

[2] – Team Skills List

[3] – IP

#### 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

As the project manager for team T, it is my duty to keep all members updated on the progress of our product. In essence, it is my job to ensure work is being completed on time and to track the progress of our product with a Gantt chart. My duties also include updating the team logbook with the agenda and minutes for each team meeting. While I have not had as much work to complete as others, I believe my work in keeping both the logbook and Gantt chart updated has helped to keep the product on track to completion.

##### Past Work

As per my responsibility as project manager, I have kept both the Gantt chart and team logbook updated with the necessary information. I have completed a report on Tkinter [1] as it was going to be used to create the GUI for our product (decided against at a later date). As the logbook will show, I have not had many tasks to complete, barring the work on the logbook and Gantt chart. I believe this to be due to the higher workload in being the project manager, as well as my other teammates being better suited than me in tasks involving design or coding.

[1] -<https://moodle.essex.ac.uk/mod/data/view.php?d=128&rid=9194>

#### Valentinas Vaiceliunas

##### Introduction

I am Valentinas Vaiceliunas. I work on a Team T project called TecInASec as a business specialist. I have been mainly working on legal and ethical issues of our team product. My main job was to create a survey and ask other people that may be our customers in the future what kind of things they know about computers and what kind of computer they would look for. My main job tools were Word and SurveyMoney.com website that lets you make and publish surveys.

##### Past Work

At first I had to make a survey so I had to learn how to make and publish surveys, so I did use surveymoney.com and made the statistic work that we got from the survey responses. I have done some other work in the team too, for example some reports for the methods that we used in our programming language, like BeautifulSoup. BeautifulSoup was the main component of scraping and I by doing a research on it I learn how it is used and works on Python programming language. Also I have learned more about surveys, about publishing it and the use of survey making in business because it is very important to know what your customer needs. Working in the T team I learned how every role is important and every person matters in the work they do to the team. I tried to help my team mates if that was necessary but because we have a great team leader who helped everybody and took care of everyone my help was rarely needed. I worked on statistics on our product and I hope I will be working more in the future when our product hits the market. I believe, I could have helped more with programming but I tried to do all the jobs that was given to me as a business specialist.

#### Laurynas Pupsta

##### Introduction

I am Laurynas Pupsta. I am the team programming specialist working a project called TecInASec. I have been mainly working with Openshift server, Python, phpMyAdmin and git. My main achievements so far are fully functional scraping code for PCWorld, working communication between the server and database and everything associated with gathering and analysing(filtering, manipulating and etc.) information.

##### Past Work

I have done quite a bit of work with BeautifulSoup scarping module for python. Wrote my own scraping code for PCWorld which works perfectly. [1]Wrote a report about how easy it is to use BeautifulSoup and how splendid it works in reality. Also I have been working with python module requests which help a lot. It easier to use HTTP requests than python native urllib requests module. [2]I wrote a report about HTTP requests and how a simple code to send a request looks like. I am also working with phpMyAdmin which helps me work with pymysql module. I can instantly see my stored information from the scraping code and lets me test query codes for storing or extracting information from TecInASec DB on Openshift. [3]I wrote a report how useful phpMyAdmin really is and how accessible it is for our every team member. [4]I have also managed to make the site running where team members can actually receive the login details to the database. This makes it easy for everyone to access the database and test queries for the product.

# 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 (How all of the design things came together)

### 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 (IP)

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

Dale (labs, user)

# Chapter 4: Project Management (?? words)

## 4.I An introduction to Project Management

A project is defined as a series of interconnecting, sequential tasks that all lead to a specific goal [1]. It is the role of the project manager to maintain an overview of these tasks and keep the project headed in the correct direction [2].

* *Size/cost: investment of money and people*
* *Importance: mission critical*
* *Duration: critical time window*
* *Complexity: across Departments, organisations, countries*
* *Technology: is it off the shelf or breaking new ground?*
* *Risk: what if? (more on this later in the chapter)*

The importance of planning in a project management environment cannot be overemphasised. Careful planning allows for the project to move as smoothly as possible without encountering any avoidable pitfalls. While planning allows for much more control over the project, there may still be times in which unforeseen circumstances can arise. Risks are these unforeseen events that change the course of a project (be it positively, or negatively). For the sake of maintaining stability, it is very important that the risk is dealt with and the plans altered to accommodate it accordingly.

Project management tools

As with any other team member, the project manager has several tools that can be used to ensure his job is as manageable as it can be. The first of such tools is the Gantt chart, this chart allows the project manager to create tasks, allocate resources and accurately calculate the hours put in to the project.

[1] Wysocki, Robert K, “What is a project?” in Effective Project Management : Traditional, Agile, Extreme, 7th ed. John Wiley & Sons, Incorporated, 2013, ch. 1, sec. 3, page 1, lines 1–6.

[2] List taken from the online module book.

## 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

Dale (Did we use the gantt chart?)

# Chapter 5: Conclusions (?? words)

Primarily Sean (Retell chapter one in different words.)

# Appendix

## A. Python Code

Screenshots

## 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)