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 not meet up; 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 a single person.

## 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

# 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.

## 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 simple, and easy as possible. The reason for this is because we want users 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 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.

### 3.II.c The product implementation

Laurynas

### 3.II.d The product testing

Sean (Ad-hoc)

## 3.III Context

### 3.III.a Legal matters

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** | 0 | 0 | 0 | 0 |  |  | 0 | 0 | 0 | 0 |
| Dale Carr | **Project Manager** | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Laurynas Pupsta | **Specialist** | 0 | 0 | 0 | 0 |  |  | 0 | 0 | 0 | 0 |
| Charlie Hammond | **Specialist** | 0 | 0 | 0 | 0 |  |  | 0 | 0 | 0 | 0 |
| Valentinas Vaiceliunas | **Specialist** | 0 | 0 | 0 | 0 |  |  | 0 | 0 | 0 | 0 |

## C Project management Gantt chart

Dale

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