Simple Shopper

CSC 4350 - Fall 2019

Group 4

Amaal Abdi, Diego Gonzalez,
Mohammad Mamun, and Kathy Nguyen

Section 1: Project Details

1. Name of project: Simple Shopper
2. Semester: Fall 2019
3. Group Number: 4
4. Team Members: Amaal Abdi, Diego Gonzalez, Mohammad Mamun, Kathy Nguyen

Section 2: Brief Resumes

Diego Gonzalez - Currently pursuing a Bachelor's in Computer Science. I frequently use Java and SQL as my prefered languages. The software that I'm most familiar with are IntelliJ IDEA and Android Studio for java, and MySQL for backend development.
Kathy Nguyen - Currently a senior majoring in Computer Science and taking CIS classes for a minor Computer Information System. Proficient in Java, HTML, CSS and have some experience with C, C++, MySQL, MongoDB, and javascript.
Mohammad Mamun - Currently junior gsu. experienced with java, c++,
C, python, html. But mostly experienced in java. Quick learner. Easy to work with.
Amaal Abdi - Currently a senior in the Computer Science program. I am familiar in the following languages: Java, C++, HTML, CSS, PHP, Javascript, and a little bit of MySQL. I have also taken the web programming class, so I am familiar with what the project will entail.

Section 3: Scheduling and Planning

Team Name:

Assignee Name	Email	Task	Duration(hours)	Dependency	Due date	Note
Diego Gonzalez	dgonzalez16@student.gsu.edu	Set up Github repository as described in the assignment	2 hours	Wait for pdf to be finished so it can be uploaded to Github	9/15/19	
Kathy Nguyen	knguyen78@student.gsu.edu	-Set up Google Drive -Draft template of report -Teamwork	2	Assigned tasks	9/15/19	

		Basics summary				
Mohammad Mamun	mmamun1@student.gsu.edu	Problem Statement	1.2 hrs	Assigned tasks	9/14/19	
Amaal Abdi	aabdi11@student.gsu.edu	Organizing system requirements	1 hr	Assigned tasks	9/15/19	

Teamwork Basics:

- Ground Rules: Norms 1 to norms 5
    - **Work Norms:** Work will be distributed evenly, or as even as possible, between all members, taking into consideration their strengths and weaknesses. Members will give an estimate of how long the work will take and the team or facilitator will decide on the deadline. The goal is to not miss any deadlines, however if a teammate misses a deadline, another teammate will have to pick up the slack in time for the deadline. Everyone will have access to the work and can/should review the work on their own time. Once the deadline nears, we will review the work as a team and decide if there are any differing opinions about the quality. Concerns about quality will be discussed and improvements on the quality of work will be suggested. As long as the deadline is met, teammates having different work habits should only be a minor inconvenience and we can adjust the workload distribution to help mitigate any issues.
    - **Facilitator Norms:** We will use a facilitator and a teammate can volunteer to take that position or we will decide as a team. We will also rotate the role based on what stage of the project we are in. The facilitator will act as a project manager, of sorts, and make sure that the team is working diligently on their own tasks and that the deadline will be met. The facilitator will also suggest solutions to any roadblocks we may encounter.
    - **Communication Norms:** We should have open lines of communication to be able to succeed as a team. We will communicate through GroupMe, a group messaging app, and coordinate any face-to-face meetings.
    - **Meeting Norms:** Our schedules vary, but can generally meeting before or after class time. Any meeting coordinating will take place either in class or on GroupMe. A date and time will be suggesting and we will adjust accordingly. If a group member misses a meeting, he or she will be filled in on all the details as most of our communication will take place on GroupMe. If he/she misses several meetings, it will be on them to find out what they need to do to get back on track.
    - **Consideration Norms:** We will conduct efficient and effective meetings. As long as our work is being done and progress is being made on the project, there are not many rules to follow. We should all be respectful to each other and let

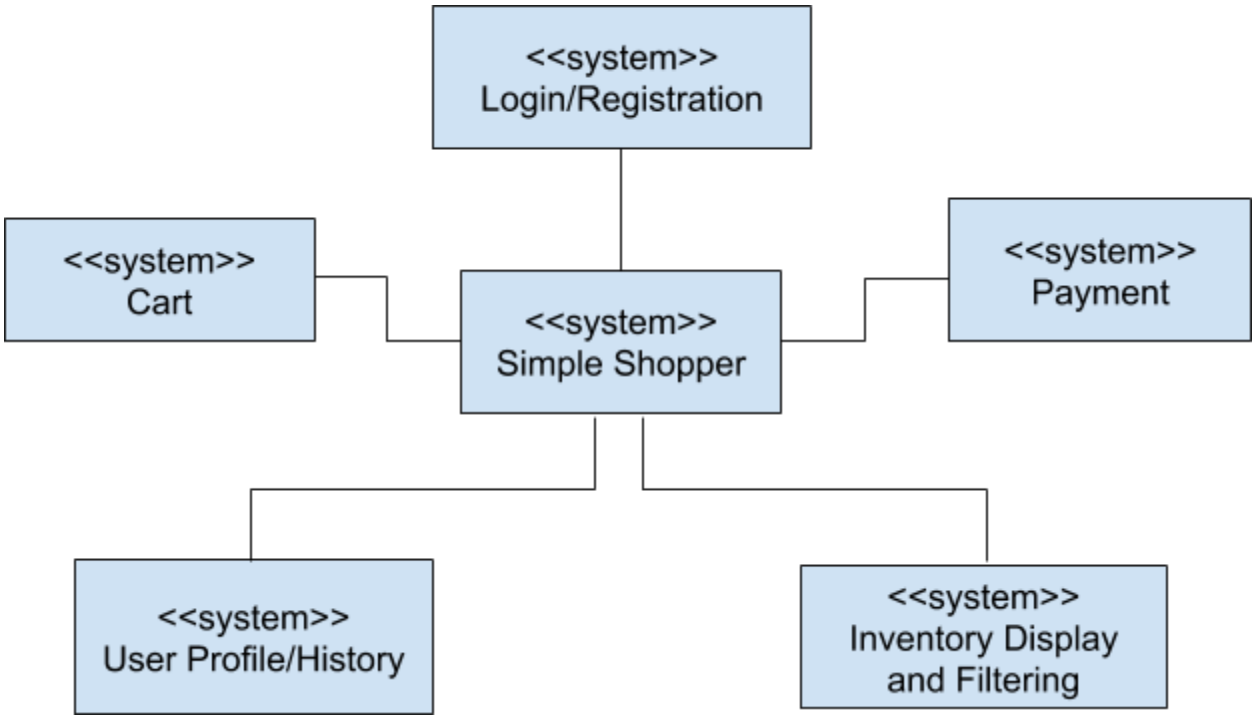
everyone get a chance to voice their ideas. If someone is not comfortable with the current state of the team, norms can be changed by direct communication and conflicts will be resolved.

- Hints for Handling Difficult Behavior
    - The key to handling any type of difficult behavior is clear communication. Many of us have had bad experiences with group projects and we will agree than a majority of them could be solved if there was better communication. For example, in a previous group-project two semesters ago, teammates did not communicate a plan and therefore the project had a very delayed start.
    - **Overly Talkative:** remind them that everyone deserves to be heard
    - **Too Quiet:** ask them for opinions and bring them into the conversation.
    - **Argues:** inform them how their arguing is affecting the team negatively
    - **Complains:** communicate the complaints and spend time resolving any conflicts
- Hints for Handling Group Problems
    - It is common for teams to run into some tough situations when working on a group project. It will be important for us to know how to recognize and mitigate group problems.
    - Floundering: create a to-do list of all the tasks needed to achieve the goal. Break down the assignment into the smallest pieces and agree on a course of action. Take this first assignment for example, we met in class and went over the requirements for assignment 1, broke down the different tasks, and each member chose a task to complete.
    - Digressions and Tangents: recognize that we are off-topic and get back on track.
    - Making a Decision Too Quickly: Make sure that everyone has had a chance to voice their opinions to avoid making a decision too quickly. A good example is to check in with each group member before proceeding.
    - Not Making a Decision:

Section 4: Problem Statement

Simple shopping is a project made for people with a restrictive diet. This Product is a way to make grocery shopping simple and convenient for all users. The Product will sort items based on user needs. It will categorize foods and other merchandise into a specific group. For example: Vegans, vegetarians, etc. This Product can solve confusion while navigating through a complex shopping system when looking for specific grocery items. Our main competitors are Thrive, Walmart, Publix, etc., but they mostly sell their branded Product. Simple shopping will try to combine products from all brands and companies and will not require a membership fee. Simple shopping will be simple to produce and will not require substantial resources. This Product can be built using a simple database and will run on almost all platforms. It will be simple to develop, but the actual huge cost will be labor and the maintenance of the Product.

Section 5: System Requirements



Github Screenshots