



# Capstone Project 2

CMU-SE 451

## Reflection

Version 1.0

Date: 13 May 2022

### SENIOR PROJECT MANAGEMENT SYSTEM FOR INTERNATIONAL SCHOOL

#### Submitted by

Tien, Nguyen Van

Phuoc, Ha Duc

Huy, Truong Dong

Dat, Nguyen Thanh

#### Approved by

Chau, Truong Ngoc

#### Proposal Review Panel Representative:

\_\_\_\_\_  
Name                      Signature                      Date

#### Capstone Project 2- Mentor:

\_\_\_\_\_  
Name                      Signature                      Date

## PROJECT INFORMATION

<b>Project acronym</b>	Senior Project Management System for International School		
<b>Project Title</b>	SPMS		
<b>Start Date</b>	18 Feb 2022	<b>End Date</b>	15 May 2022
<b>Lead Institution</b>	International School, Duy Tan University		
<b>Project Mentor</b>	Chau, Truong Ngoc		
<b>Scrum master / Project Leader &amp; contact details</b>	Tien, Nguyen Van Email: cnnguyenvantien@gmail.com Tel: 0704.042.832 Student ID: 24211208536		
<b>Partner Organization</b>			
<b>Project Web URL</b>			
<b>Team members</b>	<b>Name</b>	<b>Name</b>	<b>Name</b>
24211202634	Phuoc, Ha Duc	dphuoc432000@gmail.com	0961622464
24211206538	Huy, Truong Dong	huydongtruong@gmail.com	0358040650
24211206470	Dat, Nguyen Thanh	ngthanhdatt521@gmail.com	0767836541

## REVISION HISTORY

Version	Date	Comments	Author	Approval
v1.0	13/05/2022	Initial Release	All Members	x

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## SIGNATURE

**Document Approvals:** *The following signatures are required for approval of this document.*

Chau, Truong Ngoc <i>Mentor</i>		Date:
Tien, Nguyen Van <i>Scrum Master</i>		Date:
Phuoc, Ha Duc <i>Product Owner</i>		Date:
Huy, Truong Dong <i>Member</i>		Date:
Dat, Nguyen Thanh <i>Member</i>		Date:

**1. What challenges did you face while completing this project?**

- New technology. This is the team's first project using the ReactJS library, NodeJS Framework and SQL (PostgreSQL). Although this does not affect much, this is also a common difficulty of the group in completing the project.
- Lack of communication is also a barrier for my team
- Lack of practical experience. Estimation of workload is highly dependent on each individual's perception and experience
- Lack of professional knowledge.
- Difficulty finding resources. The right technology for the project.
- Programming skills are not good.

**2. What is the most important thing you learned in this project?**

- Process to produce a product.
- Communication between people and teamwork. Although we cannot meet to work together during the Covid pandemic. But we still try to work together through online meetings.
- Manage the progress of each stage and task. Estimation is very important to ensure that the work is completed on time.
- Work with the team to solve the project's requirements. Make requests optimal and simple.
- Improved access to new knowledge and new technologies.

**3. What needs to be improved to make the project teamwork best?**

- Improve teamwork in communication and working together.
- Exploit deep requests.
- Should make rules when working in groups.
- Have a clear goal.
- Members need to be responsible for the group's project.
- Clear schedule.
- Accept changes to the requirements to make the project more optimal.
- Improve programming skills.

**4. How could you/your mentor(s) change this project to make it better next time?**

- Complement the team's fever in the product finishing process.
- Indicate the problems encountered. Provide appropriate solutions and suggestions for optimal and better products.
- Help the team solve problems encountered during group work. Improve teamwork.

**5. What do you expect after completing the project?**

- Through this project, each member wants to improve their programming skills. Improve self-learning when encountering new things.
- Besides, the group wants to improve their communication skills, teamwork and work under pressure.
- All members have a deep understanding of the Scrum model and understand how to get work done on time.