

[14# Summary]

[5] – [SoftProLab Team]

Supervisor:
Dr. Katalin Balla

Members:

Hagverdiyev Subhan	NHL9KN	subhan.hakverdiyev@gmail.com
Madatov Ali	XVEARA	ali.madatov@hotmail.com
Shoaib Areeba Tabassum	EZXFWK	areebashoaib99@gmail.com
Salahov Kamal	IG5LSM	salahovkamal@hotmail.com
Singh Gurdeep	ERXIPV	sandhugoldy433@gmail.com

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14. Summary

14.1 Experiences of the project

What did you learn from this project (concretely and generally)?

We learned many things from this project. We learned how to perform while working in teams. We were able to design Object-Oriented Design and programming. We gained unity and understanding with the team mates. Working in a team is hard, but it also makes a lot of things easier. We learnt more about ourselves and how we can perform well under pressure. We are glad that we were able to participate in this project.

What was the most difficult, easiest thing to do?

It was really hard to find the time to have meetings and work together because every one of us had different schedules and different subjects. The design of the framework was perhaps the most difficult, as it is very difficult to design an architecture. Working in a team wouldn't have been easy either if my teammates hadn't been so excellent professionals, because unfortunately we often solved tasks that we did a lot with individual work we could have solved it easier if we sat down and thought in more detail.

The simplest part was the implementation of the code. Because we literally had everything that helped us to write the code.

Were time and points conform to the tasks?

Mostly yes. But, there were some tasks in which time was less and we had to do a lot of discussion and thinking before implementing but meeting the deadline was very hard because we had to do the submission every week. The participation rate and enthusiasm of each team member can fluctuate strongly for a week, so the load can be shared as desired.

If not, where do you think it caused difficulties?

It didn't cause any difficulty.

Have you got any suggestions to change something?

The deadlines were very fast and there was less time to think because we were focusing on other subjects' projects as well. But, we managed to do everything in time. We would suggest that the tasks which require less thinking and concentration should be given less time so more focus and energy can be used in doing the task which require more time and thinking.

What kind of tasks would you recommend to be a project like this?

Pac-Man or Snake Xenia

We also welcome criticisms and suggestions.]

14.2 Protocol

Start (date & time)	Duration (hours)	Performer(s) name	Activity description
14th May 2021	1 hour	Areeba T. Shoaib	Answering all the questions