

## **International School**

**CMU-SE 246 VIS** 

# REFLECTION DOCUMENT

Version 1.1

Date: 25 May, 2024

# STORE MANAGEMENT SYSTEM

(SMS)

## Submitted by

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## Approved by

#### **Group Project 4 - Mentor:**

Name	Signature	Date
Thuan, Nguyen Trung		25 - May - 2024
Review Panel Represent	ative:	
Name	Signature	Date
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## PROJECT INFORMATION

Project acronym	SMS		
Project Title	Store Management System		
Start Date	15 March 2024	End Date	25 May 2024
Lead Institution	International School, Duy Tan University		
<b>Project Mentor</b>	Nguyen Trung Thuan		
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### **DOCUMENT NAME**

<b>Document Title</b>	Reflection Document		
<b>Reporting Period</b>	25 May 2024		
Author(s)	All members		
Role	Developer		
Date	25/05/2024	Filename	CMU-CS 246 VIS Reflection Document

#### **REVISION HISTORY**

Version	Date	Comments	Author	Approval

### **Document Approval**

The following signatures are required for approval of this document

Mentor	Nguyen Trung Thuan	Signature: Date:
Scrum Master	Hoang Thanh An	Signature: Date:
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Team	Hoang Van Duong	Signature: Date:
Member(s)	Dao Tien Dung	Signature: Date:
N	Nguyen Viet Minh Man	Signature: Date
		Date

## 1. Object

- Learn how to create commercial products and store management applications.
- Providing products to everyone in need Learn and follow the Scrum process.
- Execute an efficient and well-managed project.

#### 2. Review

### 2.1. Things that have been done

- Using Java programming language and project management and design tools.
- Planning from the beginning of the project to the end.
- Follow the Scrum process.
- Write relevant documents.

- Analysis, design and coding are done concurrently. Easy division of work.
- Meet with the instructor to figure out the problem and find a way to solve the problem and progress report.
- Completing the project on schedule.
- Learn how to communicate in groups and coordinate with team members to complete projects.

#### 2.2. Things that can't be done

- When the team was just starting, the team was unfamiliar with the Scrum process and tools, so they couldn't keep up with the project's progress.
- Untested software and software quality.
- Lack of objective evaluation of the customer's product.

# 3. Advantages and disadvantages

#### 3.1. Advantages

- Good implementation of the scope and goals of the project.
- Get the job done with 90% rate.
- Understand the Scrum process and apply Scrum in practice.

#### 3.2. Disadvantages

- Difficult to balance the amount of work for each team member.
- Not completing the work as planned, leading to a lack of time and having to work overtime.
- Lack of experience in technology and implementation process.
- Lack of experience in problem-solving when problems occur.
- The coordination between the members of the group is not really good.
- It is difficult to avoid disagreements among group members.

## 4. Lessons experienced by us

- For the project to be implemented successfully, it must have a detailed plan from the beginning and always stick to the implementation plan.
- Regularly review or meet to promptly correct risks or errors.

- In the process of working as a group, there will be many disagreements aboutideas and opinions, so it is necessary to listen to the opinions of the groupmembers to find a solution.
- Should regularly report to the instructor for suggestions and point out mistakes.