

# Performance Project Report

The reflective analysis of your team's progress in the last 6 weeks

## Group 33

### Team Members

Faizan Mazhar Qureshi - Toghru Garalov - Arda Pakkan - Stephan Windemiller

### Retrospective reflection

## What went well

- We were pleased with our designs of the login and register pages. And also we were very excited get the servlets and dao, model, resource classes to be working in connection with front end pages.
- The RESTful implementation (dao, model, resource) has proven to be very effective. For example with the help of these services we were able to retrieve our database messages from the front-end page and display them in it.
- The main tools that worked well were Postman API and some online html editors. The html editors helped us while we were making front end pages. And the Postman API helped us while we were implementing the Resource class and GET methods. Postman also helped us to understand how our model class is being shown as JSON or XML file. In the end, we made our messages from the database a JSON file. And of course the eclipse itself was the tool to run the project file to see our work. The techniques that worked well were using servlet classes for Login and Logout options and using javascript for displaying searched messages. We did not want to create a servlet for the search page because using servlets would mean displaying results in a different page, and that was not a good design for us, so we decided to go with javascript.

## What could've gone better?

- We had trouble in search document but we were able to fix it in the end
- We could have improved our front-end interface of search page so it can display the email on the right side of the same page , also we could have implemented the attachment view/download interface and could have completed the back-end of edit / grant access interface
- We could have made popup button for menu to access all the pages
- Completion of tasks of teammates didn't go as expected as one of our teammates wasn't responding and left.

- One of the things that our Team is good at is dividing the workload among the teammates and discussing our problems by having team meetings. Each of us had our own special tasks to do until the sprint. And in the end each of us were able to contribute well to the team. And this is again what we will do through the future sprint reviews.
- The guy who did the backend did a very good job, he was able to do the methods and class designs such as RESTful implementation very well. And he was also able to write the methods needed for the user stories related to sprint 1. The other Team members also did a good job with the designing of the front - end pages. Everything looked smooth, clean, and clear.

## What do we want to try next?

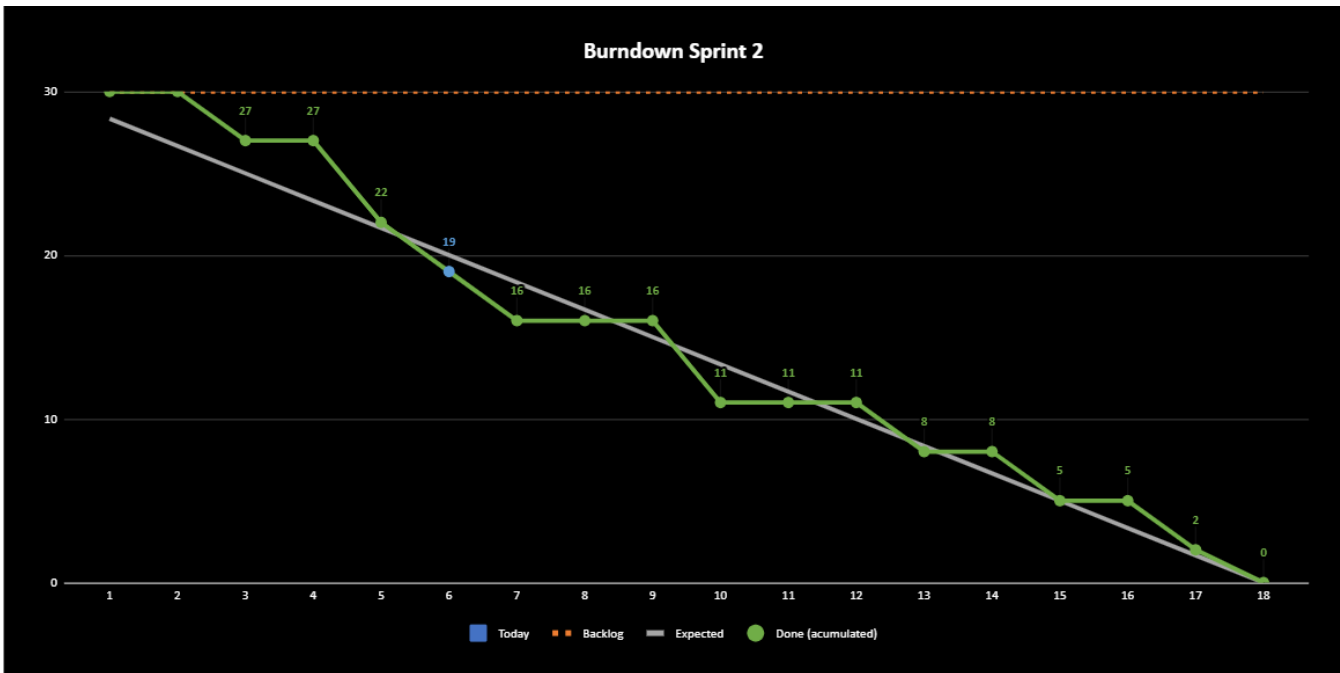
- We want to try to make an accessibility system for the documents, and try to make the service as easy to use as we can.
- We want to make changes in the front end to make the web app more user friendly. For example: we want to change the look and feel of the search page, and make navigation easier (or possible at all) by creating a pop-up navigation bar.
- We want to try to use libraries for the frontend to make our lives easier.
- Lastly, we want to improve on the security of the app by using the knowledge we gathered in the lectures.

## What puzzles us?

- It was mentioned that we should find documents without having to go through email which confused us as we did not understand what this meant.
- Certain programming aspects still confuse us such as we sometimes have technical issues with how servlets work which needs a deeper investigation.
- There are a few things that we start without the clearest aim or goal in mind, however this gives us flexibility at the cost of a little bit of efficiency as we program new things as we need them.

In the reflection, we tried to answer the main question and the guiding questions as clearly as possible. Our answers are reflective of our current situation and understanding of the project.

## Burndown chart and team velocity

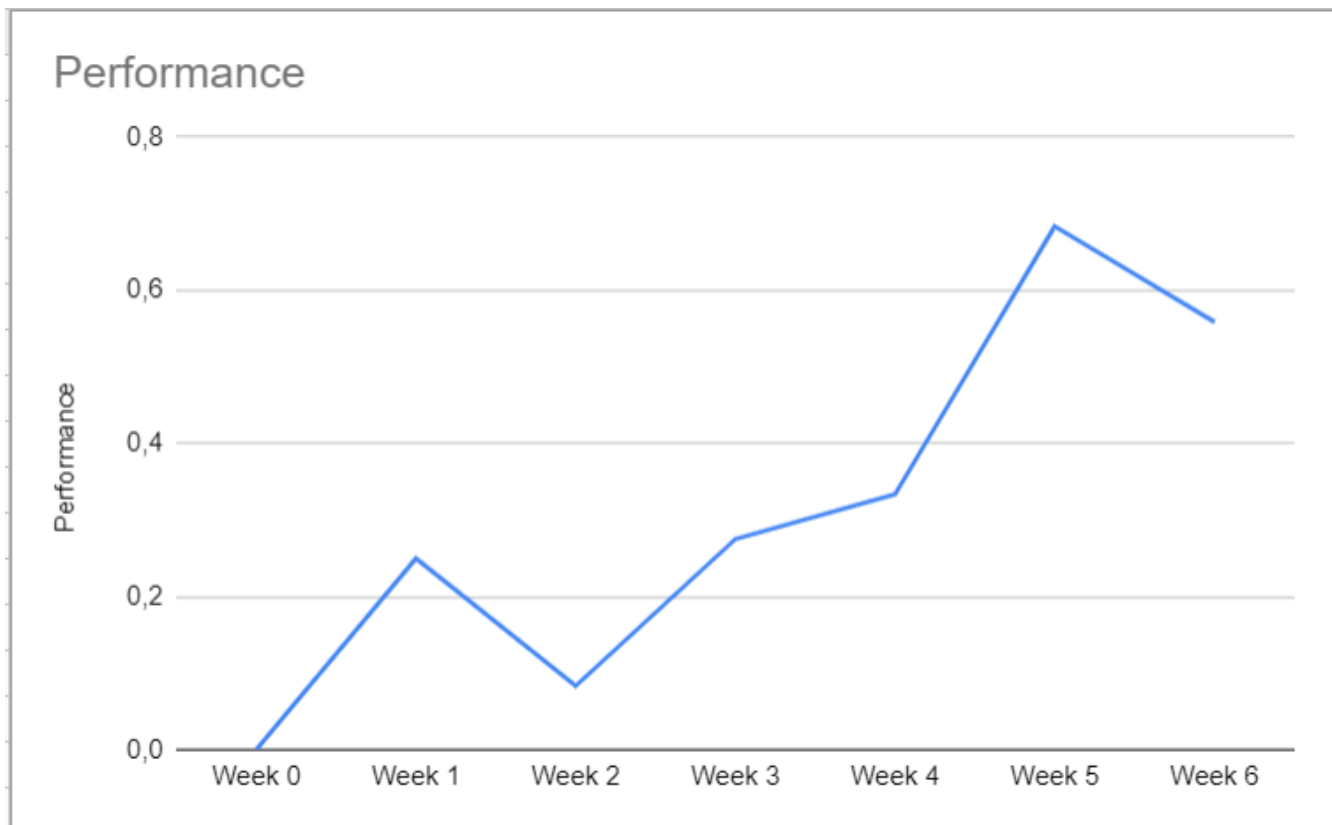


Backlog				Time		Results		
Story	Points	30		Day	Date	Backlog	Expected	Done
Story 1	3			1	May 10, 2021	30	28	0
Story 3	3			2	May 11, 2021	30	27	0
Story 4	5			3	May 12, 2021	30	25	3
Story 5	5			4	May 13, 2021	30	23	0
Story 6	3			5	May 14, 2021	30	22	5
Story 9	5			6	May 15, 2021	30	20	3
Story 11	5			7	May 16, 2021	30	18	3
Story 17	1			8	May 17, 2021	30	17	0
Story ?				9	May 18, 2021	30	15	0
Story ?				10	May 19, 2021	30	13	5
Story ?				11	May 20, 2021	30	12	0
Story ?				12	May 21, 2021	30	10	0
				13	May 22, 2021	30	8	3
				14	May 23, 2021	30	7	0
				15	May 24, 2021	30	5	3
				16	May 25, 2021	30	3	0
				17	May 26, 2021	30	2	3
				18	May 27, 2021	30	0	2

We believe we have managed to achieve tasks that we were supposed to do until sprint 1. We believe that we are going at an adequate speed. We had little backlog as one of the team members did not participate and left. There were some complications in week 4 in our burndown chart performance. We didn't fully understand how we should start with developing the app back then, that is why our performance on days 5, 6 and 7 were low. However after

that during the days of week 5 we managed to implement most of the tasks we were supposed to for the sprint. And lastly we added our finishing touches on days 16, 17, 18 to our development phase.

## Average performance



The Performance graph is a fairly accurate performance rating of our team. In the first few weeks we had some trouble with team members, so that is why performance was low in week 2. However, we got back up to speed in week 3, we had the complete design of our project so we started implementing that in weeks 4, 5, and 6. In week 4 we just started the development phase, so it was unclear how we should start. However in week 5 we already had our class diagrams so we managed to build servlets and RESTful implementation classes. That is why week 5 has the highest performance rate. There were only little things left to do until sprint review. That is why performance in week 6 is little lower than week 5, since we did most of the development in week 5.

## Group contract revision

The only thing new in our group contract is one of our team members has quit, So we have one less member in the group contract compared to the old group contract.

## Team members data, preferences, and expectations

Name of team member	Roles			Grade expectations		Preferred times for...	
	Natural roles	Preferred tasks	Why (any special skill?)	Minimum grade	Expected grade	Extra meetings	Scrum Master
Stephan Windemuller	Complete Finisher	Reactive Front-end Back-end if necessary	It's a skill I really want to learn.	6	8	Week: After 20.00 Weekend: Before 18.00	Weeks 3-4
	Shaper						
Toghrul Garalov	Specialist	Working mainly on back - end development	i have good experience in java from past projects	6	8.5	Week: After 18:00 Weekend: Saturday morning	Weeks 1-2
	Complete Finisher						
	Shaper						
Göksen Arda Pakkan	Team Worker	Back-end development	I am persistent when it comes to programming	5.5	8	Week: After 17:30 except fridays. Weekend: Anytime is fine	Week 5-6
	Specialist						
Faizan Mazhar Qureshi	Resource Investigator	Anywhere but would prefer less back-end development	I have less experience with java	6	8	Week: After 21:00 Weekend : Before 16:30	Week 7-8
	Implementer						

## Goals

The work team has agreed to work towards the following main objective





To plan, design, implement, test and delivery a web application for the company *Kick-in(UT)* that include the features of (a) *search engine for communications*, (b) *allow authorization on person, organization or activity*, (c) *include attachments*, and (d) *be accessible in all screen sizes* in the time of 11 weeks

The main objective can also be understood as the following specific objectives:

Sub goal	Specific What	Measurable Up to	Attainable How	Relevant Why	Time Bound When
1	To deliver early and well the planning and design of the web app that is satisfactory for our client	Each time a design and planning of some project part is complete each week, we are one step closer to finish whole design	Through a feedback and satisfaction interviews	To measure extend of our correct planning and design based on expectations and feedback from customer satisfaction	in at most 3 weeks
2	Implementing the core requirements of the web application that will work according to project's design	With each week at least being done implementing with one needed functionality	Programming and working with the team.	This will be the final product before optional extensions.	in weeks from 4 to 8
3	To test all functionality of the application.	100% code coverage when handing in the project.	Through Unit testing.	The application should be 100% functional.	weeks 8, 9 and 10

## Behavioural rules

If the group encounters an internal problem that it cannot resolve in a negotiated manner, the group will go to this section to solve the problem through the following solution paths

Issue	Rule	After 3 times	breaking the rule, the team member affected...
Attending the meetings	All team members must attend the meetings at the time agreed upon unless specified otherwise. If attending is not possible it must be notified in 5 hours.	1	Must justify their absence to Scrum master
		2	Will be evaluated by the whole team at the next meeting
		3	Will be assigned a red card
Active participation	Division of the tasks in the team is divided according to every team members' talents, and a team member should not do the most difficult parts of the project while others do the least.	1	A group meeting is called to divide the assignments into more smaller parts.
		2	Every hard assignment is done as a group.
		3	Will be assigned a red card
Taking responsibility	All members shall be held responsible for the task assigned to them. If they are not able to complete the task in the specified time they should inform and ask for help by scrum master	1	Must explain why they are unable to perform their responsibility
		2	Will help back the member that helped them
		3	Will be assigned a red card
Not delivering my work	Notify the scrum master who will merge the branch into main, show their work to scrum master and other members if available.	1	Must explain why the deadline wasn't met
		2	Will take on a little bit of more work
		3	Will be assigned a red card
Conflict	If one or more people within the project group do not agree on something regarding the project and this results in aggressive behaviour.	1	A group meeting is called, and the problem is discussed with all the group members
		2	The scrum master of that week will give warning.
		3	The scrum master of that week will decide what is the right action to take.
Plagiarism	Getting project work from other groups is not allowed	1	The team member is given a warning by the Scrum master and is being asked to redo everything he/she copied.
		2	The team member is being asked if he/she can change his/her assignment to an assignment that he/she can do without copying.
		3	Will be assigned a red card
Finishing your work early	Once a team member finishes their work earlier than expected, they should ask for a different user story from scrum master without the condition to finish it in the same sprint.	1	Putting a deadline on individual project assignments and after deadline team discusses unfinished tasks together
		2	The team member who finishes first will pair up with the other team member in his/her assignment

		3	Hard assignments are done as a group leaving small assignments to the individual work
Bad Communication	One or more team members go their own way and do not care about what the other team members say. They do not discuss anything they do with the others.	1	The group members ask each what they are working on
		2	A group meeting is being called and the problem is discussed.
		3	The team will give a red card because of bad communication
Domination	The Scrum master is the main organizer, and Team members should listen to him	1	The others politely interrupt dominators and ask them to value their ideas too.
		2	A group meeting is called and everyone's roles in the project are specified again
		3	A time will be set for how long an individual can talk (e.g. make your points in less than 5 minutes)

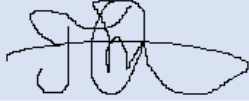
## COMMITMENTS

Each member of the team has expressed their agreement with this contract and each of their commitments and that is collected in the following table:

COMMITMENTS		Team members signal					
		SW	FMQ	TG	GAP		
C1	As a team member, I promise to do my best to achieve the goal of the team and deliver things on time.	YES	YES	YES	YES		
C2	As a team member, I promise to act responsibly with my work and maintain updated the Trello project board.	YES	YES	YES	YES		
C3	As a team member, I am committed to being open to dialogue and constructive criticism.	YES	YES	YES	YES		
C4	As a team member, I agree to act with integrity and not to commit fraud.	YES	YES	YES	YES		
C5	As a team member, I am committed to acting as a team and helping my teammates whenever it is necessary.	YES	YES	YES	YES		
C6	As a team member, I promise to be honest, sincere, and respectful with my teammates.	YES	YES	YES	YES		
C7	As a team member, I am committed to focusing on the client's needs and wishes before my own.	YES	YES	YES	YES		
C8	As a team member, I agree to always respect the role of leader and the agreements in this contract.	YES	YES	YES	YES		
C9	As a team member, I declare that I have read, understood and accepted all aspects of this contract	YES	YES	YES	YES		



**IN FAITH OF WHICH**, the Scrum master declare that all the team have read, agreed, and accepted all the conditions and commitments with the group written in this document that will be applied during module 4 Data & Information 2020/2021

	Supervisor			Scrum Master
				
NAME:			NAME:	Toghrul Garalov
DATE:			DATE:	02/05/2021