ProCP – Process Report

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Work division

Phase	Task	Artemiy	Robert	Ana	Andrei	Qi-Mo	Ignas
Planning	Project plan		**x**	**x**	**x**		
	User requirements					**x**	**x**
	Unity/basic drawing decisions	**x**					
	Work division	**x**					
	Communication protocol	**x**					
	Use case per requirement		**x**	**x**	**x**		
	UML design	**x**		**x**		**x**	**x**
Coding	Implement start, pause, continue & stop buttons	**x**				**x**	
	Define luggage object	**x**					
	Create app layout	**x**					
	Create check-in desks		**x**		**x**		
	Implement input pop-ups	**x**					
	Create a path-finding algorithm	**x**				**x**	
	Define belt object	**x**		**x**		**x**	**x**
	Create belt animation					**x**	**x**
	Fix belt building bugs		**x**		**x**		
	Define and create grid object			**x**			**x**

	Animate multiple pieces of luggage	**x**				**x**	**x**
	Animate multiple belts					**x**	
	Provide employee and cart statistics		**x**		**x**		
	Implement save & load buttons	**x**					
	Create sorting area	**x**		**x**			**x**
	Make animation smoother					**x**	
	Unit tests		**x**		**x**		
	Implement shortest path algorithm for sorting area	**x**		**x**			**x**
Documenting	Design document	**x**		**x**			
	Test report		**x**	**x**	**x**		
	Process report			**x**			

Individual reflections

Artemiy
In my opinion, the project went as planned. We have achieved all the set goals. Our estimations were correct. The communication part went very smoothly. Each member of the team understood their goal and made everything to achieve them. The improvement point for further project is to avoid having grey areas in project goal description.

Robert
In my opinion, this project went smoothly. Our communication as a group was solid and we always spoke our mind about issues and did not hesitate to ask for help. I consider this to be one of the best group project experiences I had so far. If I were to look back, I would say that we could improve on the decision-making process. I think that all the members should be consulted whenever a new feature or change is implemented.

Ana
ProCP was definitely one of the best projects I have participated in so far, our team was very organized, we have communicated effectively throughout the whole process and there were no arguments since everyone was always open to new ideas. I also think the way we split our tasks was very smart because everybody had input in each of the 3 phases (planning, coding, and documenting). I do, however, think we should have payed more attention to the client's requests.

Andrei
From my point of view, I can say that this experience was better than any of my previous ones. The process was smooth enough, we managed to communicate well and divide our work properly. There were minimal issues that I would try to improve on for my future projects, such as communicating my wishes regarding the project more often and better understand others' opinions. All in all, I think we managed to put together a solid solution for our problem and I am fond of what we had achieved.

Qi-Mo
In my opinion, everything went smoothly. I communicated well with the project leader and made sure all the tasks assigned to me were done in a fashionably way. I also gave some suggestions from time to time. One thing that I can improve on maybe, is communicating with the whole team. For future reference, I will try to work on this.

Ignas
In my experience, the project went smoothly. We were well planned and used several communication and planning platforms such as Trello and WhatsApp. It was my first-time using Trello. Now I see its potential. I think we as a team managed to meet set goals and requirements. In addition, I liked our workflow such as pair programming. However, I think we should have taken better care of looking back at our client requirements and project plan. As a result, we had some problems and misunderstandings towards accomplishing the client's requirements for the simulation.

Strategies implemented (DOT framework)

Library	Field	Lab	Showroom	Workshop
Available product analysis	Explore user requirements	Component testing	Pitch	Brainstorm
Best good and bad practices	Observation	Computer simulation	Product review	Code review
Competitive analysis	Problem analysis	Data analytics	Static program analysis	Decomposition
Design patterns research	Stakeholder analysis	Non-functional test		Gap analysis
	Task analysis	System test		IT architecture sketching
		Unit test		Prototyping
		Usability testing		Requirements prioritization
				Root cause analysis