

# Information Systems 424 Final Report

## Professor Khasawneh

Anouk Seibulescu, Anna Geweke, Jeremy Laliberty, Kennedy Seibold, Brandon Cariani  
May 2023

For our semester project, our group decided to work with Gamma Phi Beta Sorority to develop a more efficient and useful system that fit their specific needs. The system is specifically used for tracking points and attendance amongst their current members as well as a networking platform for current members and alumni.

A. Throughout the course of our project, we were getting used to the process of the SDLC and Scrum methodology, and how best to work together in sprints to develop the system. While it took some time to understand our roles in practice, we eventually got the hang of all the moving parts that were required of us. While we did have some crossover in helping each other out with our roles, we ended up sticking pretty closely to them. Overall, we also did a great job of keeping in contact with the client and amongst ourselves to come up with tasks that applied to our user stories. After we gathered our requirements for each sprint, we all agreed upon our expectations for each member in order to complete everything by the end.

B. Our group had a difficult time with timing during some of our sprints. After we had worked on specific features and tasks for two weeks, at times we found it difficult to move forward in working on different functionality and aspects of the website instead of continuing to edit and revise our previous work. Additionally, there were issues we faced with the differences in profile features, interfaces and limitations between current member versus alumni and admin versus user. Building out each of these separate interfaces dependent upon the login or profile information posed a challenge because we initially had difficulty understanding which parts of the website needed to be utilized for each different type of user. Finally, it was difficult for us to all be working on the project simultaneously. We approached this in different ways, initially working on different branches, then trying to collaborate on a single computer, and finally assigning specific broken down tasks during each sprint to work on independently.

C. If we were to approach the same project again differently, we would have changed a few things. First, we would've better allocated the different Scrum methodology roles keeping in mind which of our members were best suited for each

role. Additionally, we would like to have started our work within each sprint more towards the beginning because we found ourselves cramming to finish our tasks towards the second week of the sprint. We also did not do a great job of editing our trello board consistently which made it a slightly less useful resource because we weren't maximizing the benefits of it.

D. We had three major takeaways after completing this project. The first major takeaway we learned from this project was to clearly understand from the beginning what primary functionalities will be necessary for each different type of user we planned to have on the website; this will ultimately help better organize development from the beginning. The second major takeaway from this project was that even with the SDLC, it is important to define how collaboration will be done throughout the project and specifically what that will look like for different parts of the code.

E. A scenario that we thought would be hard to go through was being able to coordinate all our project tasks and figure out how we could divvy up the work. We ended up creating our readme files early in the sprint in order for us to generate user stories and break down tasks from the very beginning of the project. From there, we could see which person was assigned to which tasks so we wouldn't be duplicating our efforts. This made it a lot easier to work virtually while still getting significant amounts of work done. On the other hand, a scenario we thought would be easy, but ended up being a bit more difficult than expected was handling merge conflicts. We found ourselves forgetting to do pulls consistently, so when we would go to merge, we would run into all sorts of conflicts that weren't always quickly resolvable. Throughout the course of the sprints, we did end up getting better at managing these difficulties.

F. Because some members of our group are in Gamma Phi Beta, they showed the website to their roommates and friends who are also in the sorority to give an outside perspective and offer input into the usability throughout development. Initial responses found the website to be very helpful and more efficient than the attendance tracking and points system that the sorority currently uses. The networking page was less intuitive to

people we showed it to initially, but with some adjustments we made to the graphical design, we feel that we made it simpler and more useful, and our friends thought the same.

G. If we had more time, it would be helpful to have a portion of the site where you can submit points to the standards chair directly through the website. Points can be given for community service or certain school accomplishments, and proof needs to be sent to the standards chair to receive credit for those points. This is all done via individual emails, and could be more efficiently completed through the website with direct submissions online. However, the function was not as important to our client right now and we did not have time to build it this semester.