**Members:**

**James Rodgers**

**Napolean De Mesa**

**Yikchun Ng**

**Group 1 Final Report**

**Please provide *detailed* answers to the following questions.**

* **What do you like about your project?**

**James:** I enjoyed the freedom to implement the program how we as a group wanted.

**Yikchun:** I think our project is well executed. Our program is very user friendly. The instruction inside the program is clear so users shouldn’t have too much trouble using it even for the first time. I wouldn’t be certain to say our program is bug-free but it doesn’t seem to have too many issues. Personally, this is my first group project I ever had in college. So this is definitely a valuable experience. I see the experience as a preview of how it is going to be working in a team in a real world development project. There are so many things I have learned or improved from doing this project. For example, communication with my team members. I think communication takes a big part in the project because that is what keeps everyone on the team on the same page. It provides us the information and pushes us working towards the same goal. Other things include project planning, design and programming skills, problem solving, revision and evaluation on the project, etc. Not only that, the project also let me touch on some technologies I had no or very little experience with before, such as Maven, Github and Pivotal Tracker. So overall, the project has benefited me on so many layers.

* **What you don’t like about your project and can substantially improve?**

**James:** I didn’t like that we had to use maven. I would have liked the freedom to use android studios so we could have made a mobile app, and also could have ran junit test using android studio.

**Yikchun:** I didn’t like the fact we had to use Maven but it didn’t end up having any effect to the end of our project. Also I think we didn’t write enough test cases to cover up all our code. We didn’t test out our code with corner cases. Also I think we could have used more design patterns.

* **How did you use Pivotal Tracker?**

**James:** I really liked the simplicity of it, I wish there would have been more information on how to use it during the early stages of the project.

**Yikchun:** We used it mostly when we were developing the GUI for our program. It was quite easy to use so we didn’t have any trouble using it. We used it to list out our tasks and separate our work in the team. It also let us know the progress of the other members.

* **How well did you test your project?**

It is tested well for the login and creating new user functions. Later we also added test cases for corporate accounts and task functions and they worked out fine. The program runs well in a normal operating procedure. Many, but not all, corner cases have been tested and resolved by the program itself.

Short-answer questions:

* How would you score your confident in the assessment of the project on a scale of 1 to 5 (1: not confident at all, 5: very confident)?

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* Number and size of commits by each contributor?

**James**: 58 commits, 3084++ 1605--

**Yikchun:** 21 commits 1402++ 869--

**Napoleon:** 17 commits 462++ 95--

* If number of commits for a contributor is low, what is the reason?

**James:** mine is low because I didn’t understand I needed to make several small commits.

**Yikchun:** Same reason as James. I aimed for higher volume in each commit than the number of commits itself.

* Is code coverage of test is 100%?

No

* Is size of each commits less that 40 lines?

No

* How design pattern have been used in the project?

Chain-of-responsibility. Builder.

* How would you score the project on a scale from 1 to 5?

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* How many of the issues posted on GitHub project have been resolved?

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