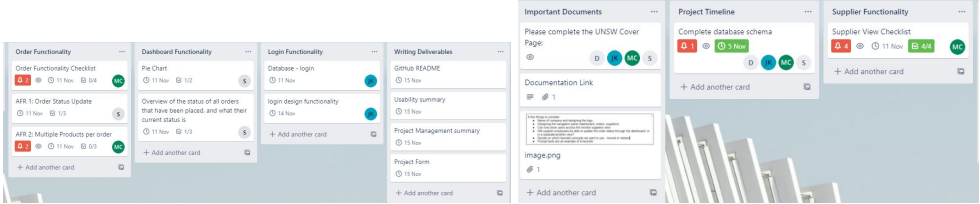


Project Management Summary

Task Progression and Management

The team collaboratively worked to deconstruct the assignment into a series of tasks which were then assigned to a group member.

An agile-scrum approach was implemented as the main methodology for this project as it was effective in enabling us to quickly deliver working 'prototypes', or functionalities of the inventory management application for each 'sprint'.





Method	Strategy
Zoom	Team meetings were held at least twice a week on Zoom. This helped facilitate discussions and 'daily scrum meetings' where each member updated the team on what they had completed, what they are currently doing and any issues they faced.
Facebook Messenger	The importance of consistent and frequent communication was established at early stages within the group. Messenger facilitated informal communication, a critical component of Agile teams, as members could freely seek assistance, update progression and discuss findings with team members.
Google Drive and Google Docs	Documents including the GitHub README, usability summary, project management summary and the project form were drafted on this platform due to their real-time collaborative functionality.
Trello	Trello was used as a supplementary tool to monitor different tasks of the project. It enabled the team to set deadlines and track their progress through the creation of checklists. 

Collaborative source code sharing

GitHub was the main medium for collaboratively working on the source code. Initially, a private repository was created and each member was invited to be a contributor. The code was then merged to a new repository provided by the INFS2605 team. Github Desktop was used by members to 'fetch', 'pull' and 'push' commits. Often, a description and appropriate commit heading was used to inform other members about commits (see images below).





To minimise merge errors, Facebook Messenger was used as an informal tool to quickly notify others of what members were working on. The importance of fetching new pulls was emphasised consistently throughout the project.

[Edit Order Items] Restriction placed

 sallake  b9eafff  6 changed files 

- an order can only be deleted if it has not been delivered
- alert box feedback when a user attempts to delete a delivered order

[Orders] Prevent duplicate order items

 maggie  b009c75  3 changed files 

- when the user creates a new order, they cannot add the same product to the order.
- changed primary key of order item to facilitate this

[Orders] Ensure updated quantity is not null or 0
 maggiecyc committed 2 days ago

[Order] Error prevention: ensure quantity inputted is not 0 or a space
 maggiecyc committed 2 days ago

[Orders] Ensure valid supplier is entered
 maggiecyc committed 2 days ago

[Navigation Bar] Resolved -fx-alignment error
 sallake committed 2 days ago

Update README.md
 sallake committed 2 days ago

Link to Github Repository:

<https://github.com/infos2605teachingteam/infos2605-20t3-StirEverywhereUnite>