Project
Warehouse Management System

What was the project assignment?

This assignment asked a group of students to develop a piece of software backed by a 'real' client and a previously created requirements document. The goal of this project was to simulate the software development process and learn what each of the phase required. Specifically our group was tasked with building a warehouse management web application. The major requirements necessary to keep the client satisfied were the following;

1. Have some sort of file upload system to interact with the back-end database and complete restocking, and stock transferring functions.
2. Have some sort of user interface that allows for the appropriate pages to display for sales associates, managers and, administrators.
3. Have some sort of invoice or sale creation interface for the sales associates.

What did you learn from the project?

This was the first time I was exposed to any formal development process. In additional to the Agile/Scrum principles that I experienced I also found myself having to learn more JavaScript to accomplish my duties.

What would you do differently next time?

I felt that I had over estimated my abilities as well as underestimated the amount of work which my specific requirements required. This is also part of the learning but I would now pay closer attention to exactly what my requirement will demand of me in terms of time and effort.