Project Progress Report for Eevee’s Retreat

Practice Module for Certificate in Designing Modern Software Systems

14th April 2025 to 25h April 2025

**Group 7**

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# Introduction

## **Project Name & Description**

**Eevee’s Retreat** is a web-based hotel booking system designed to make the reservation process simple, efficient, and hassle-free for customers. Guests can easily browse available rooms, check availability, book their stay, and manage their reservations all in one place.

The system also includes an admin dashboard, giving hotel staff the tools to manage room availability, pricing, reservations, and facility bookings with ease. With secure authentication, a user-friendly interface, and a streamlined booking engine, Eevee’s Retreat enhances both customer convenience and hotel operations.

## **Project Methodology**

The project follows an **Agile development methodology (SCRUM)**, ensuring an iterative and adaptive approach.

**Sprint Length:** 2 weeks per sprint

**Agile Artifacts:**

* **Sprint Planning:** Defining sprint goals and backlog prioritization
* **Daily Stand-ups:** Quick updates on progress and blockers
* **Sprint Review:** Demonstration of completed work
* **Sprint Retrospective:** Discussion on improvements for the next sprint

**Tracking & Tools:**

* GitHub Kanban Board for product backlog tracking
* GitHub for version control
* Microsoft Teams & Telegram Channel for team communication
* Postman & Swagger – API testing and documentation

## **Project Summary**

**Background:**

In the hospitality industry, providing a seamless and efficient booking experience is crucial for customer satisfaction and business success. Traditional hotel booking methods often lead to inefficiencies such as overbookings, manual errors, and lack of real-time availability updates. To address these challenges, there is a growing need for a modern, automated hotel booking and management system that enhances customer experience while improving hotel operations.

Eevee’s Retreat is designed as a web-based hotel management system that allows customers to browse available rooms, check availability, book their stay, and manage their reservations easily. At the same time, it provides hotel administrators with tools to efficiently manage room availability, pricing, bookings, and customer inquiries.

With an intuitive user interface, secure authentication, and a robust booking engine, the system aims to streamline hotel operations while providing a hassle-free experience for guests.

**Project Scope:**

**Deliverables**

1. A fully functional Eevee’s Retreat web application with core booking features.
2. Admin dashboard for hotel staff to manage rooms, bookings, and customer information.
3. User authentication system with secure role-based access control.
4. Database schemas & UML diagrams detailing system architecture.
5. Test cases & reports ensuring system functionality and reliability.
6. Comprehensive documentation, including user manuals and technical design specifications.

**Exclusions**

1. Integration with third-party payment gateways (payments will be manually processed in this version).
2. Mobile application development, as the focus is on a responsive web-based platform.
3. Multi-hotel chain support, as this version is tailored for a single-hotel system.

**Constraints**

1. Project timeline limitations, requiring us to focus on core booking and management features.
2. Limited familiarity with DevSecOps automation tools, requiring additional learning and setup time.
3. Resource constraints, as the team consists of a limited number of developers working within a fixed time frame.

# Project Progress Report

## **Reporting Period**

This report reflects the progress of Sprint 6, which ran from **14th April 2025 to 25th April 2025**.

Sprint 6 marked the final sprint of the Eevee’s Retreat project, with a primary focus on preparing for the final presentation and live demo. While most core development work was completed in previous sprints, this phase emphasized polishing the system, ensuring presentation-readiness, validating stability in production, and finalizing documentation and deliverables for stakeholders.

## **Sprint Objectives**

The primary goals of Sprint 6 were:

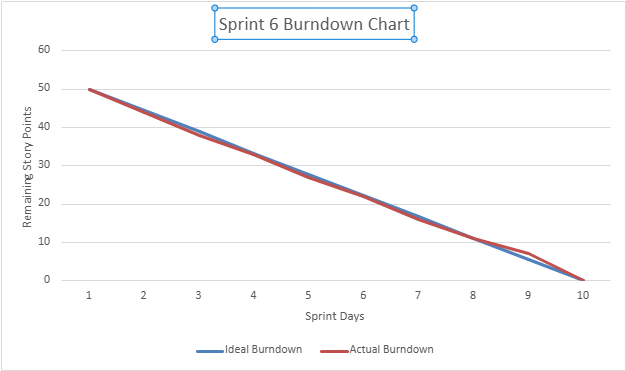
* Final production deployment and environment validation.
* Prepare and rehearse the live demo and presentation.
* Finalize all documentation (technical, deployment, user).
* Conduct usability checks and last-minute UI polish.
* Perform dry runs to ensure a smooth stakeholder demo.

## **Sprint 6 Accomplishments (Planned vs. Actual)**

All planned objectives were successfully completed during Sprint 6. The system was deployed to the production environment on AWS with no major issues. The team conducted multiple demo rehearsals to simulate real-world presentation scenarios, verifying the stability, responsiveness, and flow of the platform. Final documentation and architecture overviews, was completed and reviewed. Minor UI inconsistencies and performance edge cases were also addressed to ensure a seamless user experience during the live demo.

|  |  |  |  |
| --- | --- | --- | --- |
| Task | Planned Completion | Actual Completion | Remarks |
| Final Production Deployment | ✅ Completed | ✅ Completed | Smooth deployment to AWS environment |
| Presentation Preparation | ✅ Completed | ✅ Completed | Final slide deck, demo scripts, and flow finalized |
| Demo Rehearsals | ✅ Completed | ✅ Completed | Multiple dry runs conducted to ensure confidence |
| Final UI/UX Touch-ups | ✅ Completed | ✅ Completed | Minor polish for consistency and clarity |
| Documentation Finalization | ✅ Completed | ✅ Completed | Technical docs ready |

## **Sprint 6 Burndown Chart**



## **Problems encountered, Action Plan, Status**

|  |  |  |
| --- | --- | --- |
| Problem | Action Plan | Status |
| Inconsistent font sizes on a few pages | Updated global styles and verified responsiveness | ✅ Resolved |

## **Sprint Retrospective**

### **What went well?**

Sprint 6 was executed effectively, with all planned objectives completed on time and to a high standard. The team worked cohesively to finalize the deployment and prepare for the final demo. Multiple dry runs were conducted, which proved immensely helpful in building confidence and ensuring a smooth, well-paced presentation. These rehearsals also allowed the team to refine the demo flow and iron out any friction points. Additionally, final UI/UX touch-ups made the platform more polished and user-friendly, while comprehensive documentation including technical guides was completed and reviewed thoroughly. These collective efforts ensured that the system was not only functional but also presentation ready.

### **What could have been done better?**

Despite the overall success of Sprint 6, a few challenges emerged that highlighted areas for improvement. Minor performance delays were identified during early demo rehearsals, which had not been apparent in previous testing. Similarly, a handful of visual inconsistencies such as font size variations and layout misalignments were noticed late in the sprint. Although these were quickly fixed, they pointed to the need for a more systematic visual QA process earlier in the sprint cycle. Addressing these issues proactively could have freed up more time for refining the demo experience and reducing last-minute adjustments.

### **What will we try next?**

Following the successful wrap-up of Sprint 6, the immediate next step is to deliver the final presentation and live demo of Eevee’s Retreat to stakeholders. Once feedback is collected, the team will shift focus to monitoring the platform in its production environment and providing support for early users. This includes handling any unexpected issues, gathering feedback from real-world usage, and applying hotfixes if necessary

## **Sprint 6 Preview**

Sprint 6 represented the final push toward project completion, transitioning the focus from system building to system showcasing. With deployment finalized and documentation wrapped up, the emphasis was on ensuring the platform was not only functional and polished, but also presented in the best possible light. Every interaction, click, and transition was tested, rehearsed, and refined to ensure that the upcoming live demo goes off without a hitch.