A graphic of a stadium

AI-generated content may be incorrect.

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| PROJECT NAME | WEMBLEY MANAGEMENT SOFTWARE |

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| GROUP NAME | FORCEBASE |

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| --- | --- |
| DATE | 13.03.2025 |

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| SPRINT NO: | 7 |

Team Attendance Record;

Iliya Hajimohammadi – Team Leader – Attended? ATTENDED

Ralph Ndip – Role – Attended? ATTENDED

Kassra Niroumand – Lead Developer – Attended? ATTENDED

Arda Janbek Ozturk – Developer – Attended? ATTENDED

Omar Hend – Tester – Attended? ATTENDED

This week’s goals were identified as;

* Analyse our current algorithms (e.g., event lookups) for performance.
* Apply Big-O notation to understand time and space complexity.
* Refactor inefficient parts of the code.
* Plan for scalable data handling (e.g., large event lists, seat maps).

WORKS;

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| Name | Role in Team | Work – Project | Work – DevOps Tasks |
| Iliya Hajimohammadi | Team Leader | Organised complexity breakdown-session for the team.  Managed View Component integration | Helped simplify logic for event filtering. |

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| Name | Role in Team | Work – Project | Work – DevOps Tasks |
| Ralph Ndip | Secretary | Documented time-complexity. Helped research Big-O notation. | N/A |

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| Name | Role in Team | Work – Project | Work – DevOps Tasks |
| Kassra Niroumand | Lead-Developer | Coding  Implemented filtering products by group | Refactored event retrieval using indexing for faster access. Found O(1) functions in the code. |

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| Name | Role in Team | Work – Project | Work – DevOps Tasks |
| Arda Janbek Ozturk | Developer | Researched and assessed space usage in data structures  Helped implement shopping cart logic |  |

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| Name | Role in Team | Work – Project | Work – DevOps Tasks |
| Omar Hend | Tester | Test Cases | Found delays with unindexed searches and fixed it. |

Further Remarks;   
  
We spent time learning how to evaluate the performance of our code using Big-O concepts. The team explored indexing, loops, and lookups. We also compared different data structures to see how they would affect speed and memory. This week helped us focus on writing cleaner and more efficient code.