# [[1]](#footnote-1)INDIVIDUAL REPORT

Nowadays trains are the most popular transport in Great Britain and in 2015/16 people travelled over 40 billion miles on them only in England[1]. If they were travelling around the Earth, they would have needed to repeat the travel over one million times in order to get the same number. It is an extraordinary figure and in order to make people`s lives easier it was decided that STickets app should be produced.

STickets is an app that helps you buy tickets for your travel based on your departure and destination. It finds the cheapest and fastest way to get where you are headed and gives users an opportunity to buy multiple tickets at the time.

In production of software engineering of this app there were three people involved and to ensure that the job will be done in time it was decided that the work should be divided equally and once someone is done with their bit everyone would take a look at it and propose what could be done better. It was believed that it would help increase the effectiveness and the quality of work and in the end it did. Also it was agreed that the mock-up website will be produced in order to show how the app might look.

Personally I was doing a paragraph about design and a website. I was designing flow chart and UML diagram and if flow chart was quite easy to produce, there were some issues faced in the production of UML diagram, such as the lack of communication and/or understanding of it. Another issue that was faced was the issue with developing website alone and the only way to overcome it was to put more working hours in it and I did that.

The first group issue that was faced was an issue with communication. Due to COVID-19 pandemic and massive panic about it every member of the team had to work from home and sometimes internet connection wasn`t as good as expected and it was hard to get quick responses. In order to overcome this issue, the method shown by Inc. magazine was used[2]. It was agreed that each member of team, despite troubles with internet connection will keep working on his/hers bit not to stop the overall progress. It was also decided that the team would overcommunicate. Inc. magazine said that it helps understand each other better and even the silliest question like “are you feeling okay today?” might improve morale which can`t be bad in given circumstances.

Another issue that had to be overcame is file sharing. Sending every draft of every document needed in group chat isn`t the best way of doing it because if at some point anyone would like to see the progress or would like to review the previous drafts it would be a total disaster so it was decided that GitHub would be used.

Due to the lack of experience of some of the team members usage of GitHub didn`t go as well as planned. In order to sort it out, GitHub guides[3] as well as some personal advices were handed out and by the end of developing period there were no troubles whatsoever in GitHub for any of the team member.

In the future it might be a good idea to increase the amount of people in the team as it would help reduce the amount of work everyone should do, hence in the same amount of working hours it would increase the quality of the product.

There are also some major improvements that could be applied to the final product in order to increase its functionality and hence increase its usefulness for users, for example, the system in which user chooses the way he would like to travel, for example, if he wants to get to the destination at minimal cost he might want to choose different path to it could be added.

In conclusion, the work was done and even though some issues were faced they were successfully dealt with and didn`t affect the work as bad as they could have.

1. 1.<https://www.gov.uk/government/uplзадействованыoads/system/uploads/attachment_data/file/568110/rai0101.ods>

   2. https://www.inc.com/lindsey-pollak-eileen-coombes/remote-work-home-productivity-communication-self-care-morale-team.html

   3. https://product.hubspot.com/blog/git-and-github-tutorial-for-beginners [↑](#footnote-ref-1)