EECS 448

Team 2 Project 4

<u>Team Integration Strategy</u>

Our team utilized sandwich integration to bring together our software components. Integration is essential to group projects such as these in order to combine team members' code. With all of us working concurrently, testing and integration methods allowed us to maintain our software's functionality and deliverability. Sandwich integration allowed us to divide our work to maximize our time and get our software functioning from both the top-down and the bottom-up.

Sandwich integration worked well for our team dynamics. Our team decided to split our workload into a back-end section and a front-end section, which prevented us from interfering with each other's work until functionality was achieved. The back-end programming was our top-down integration. We built a main framework for our app and slowly built onto it to add requirements and functionality. Working top-down to build onto our code and testing and running our software often allowed us to catch defects and bugs early. While the top-down logic artifacts were being created and tested, bottom-up integration could also be occurring. Designing and implementing the GUI and operational artifacts was our bottom-up integration. Designing the front end and back end simultaneously was made possible with the shared understanding of how our software would look and function. This allowed us to integrate new code smoothly, testing and getting it functioning while other team members could be working on a separate part of the software that would not be affected. Sandwich integration allowed our team to find large defects early, work efficiently, and test our code adequately.