# I. Database

## 1. Entities-relationship Diagram

# II. Site Design

# IV. Testing

# V. …

## 1. Product backlogs

Chỗ nào sẽ là ảnh của product backlog. Chỉnh sửa cho đẹp xong sẽ add vào

## 2. Sprints and Burndown chart

Giống như trên. Chỉnh sửa cho chuẩn hẳn với ưng mắt rồi mới cho vào

## 3. Meetings

For this project, we originally planned to hold face-to-face meetings every day to update the progress of the work as well as discuss the work and difficulties that members are facing. However, for many reasons, we cannot do face-to-face meetings every day, so we decided to hold online meetings and group chats. Specifically, we conduct online meetings via Discord. As such, we are still able to support each other and solve problems during project implementation.

### 3.1. Problem and solution

In meetings, we often focus on updating work progress and sharing problems and difficulties that members are facing so that everyone can find ways to support and solve problems. there. And below are the problems and difficulties that we encountered in the implementation of the project along with the options we have to address those issues.

***Sprint 1:***

In this first sprint, we begin to learn about the relevant technologies that we will use in this project during our first team gatherings. Initially, we had a lot of trouble figuring out how to best connect technologies, more specifically, how best to interconnect technologies. In particular, we had a really hard time picking out the right database. However, after a period of testing, the whole team was able to agree on the technologies that we will use in this project.

Next, after choosing the right technology, we started the project with analyzing the functional requirements of the system, designing the sample database, and starting with the first functions. of the system. However, we ran into some difficulties during the first steps, as follows:

- We have a member who joined late for personal reasons, so he has to start from scratch and hasn't been able to perform the tasks in this sprint yet.

- Some members are not really familiar with the technology (like Hieu), so there are delays in the work progress.

- The project has just been started and the meeting has just been scheduled, so everyone in the team has not yet arranged a personal schedule, so at some meetings we do not have enough members, thereby effectively working. has also been slightly reduced.

With these issues, after discussing together, we have proposed the following solutions:

- With the meeting schedule, each member of the group will provide a personal calendar for the team leader, from which the team leader will schedule a meeting schedule that best suits everyone. Thus, each meeting will always be full of members.

- With some members unfamiliar with technology, these members will continue to learn and learn more and will continue their work, can ask the help of other members to help. they are in proficiency with that technology.

***Sprint 2:***

In these 2 sprints, we begin to work on developing the important functions of the system. Because by this point, everyone is already getting used to the technology, so we don't seem to have too many difficulties to deal with. However, in the first sprint, there are a few tasks that we have not completed on schedule, so we must complete it along with the tasks in this sprint. The workload has also increased since then. However, everyone does not face too many difficulties, if any, it is just a small problem and the members can solve it themselves without help. The meetings usually happen quite quickly and do not have too many problems to be resolved, mainly updating the members' work.

***Sprint 3:***

As for this sprint, we are still in the process of developing the functionality of the system, and the system is gradually being finalized. However, we had a big problem with this sprint, it was our tester that for some personal reason was unable to participate in some of the meetings, and his mission was not. is implemented on schedule.

After the discussion, we decided to come up with a solution to this problem by doing some quick test options, and fortunately our team leader was able to do this as well. Besides we also contacted the tester to inform about this and told him to quickly get back to work as soon as possible. However, this is only a temporary option, and the tester still has to perform his tasks because it is his expertise, from which the task can be completed most accurately.

***Sprint 4:***

In this sprint, we have encountered a very big problem, directly affecting work efficiency, which is the error that appears more and more, along with the bugs that are too difficult for some members. can fix it yourself. This also slowed the work progress. We have discussed and proposed solutions to this problem as follows: errors are too difficult, beyond the control of a few members, we have nominated other members who have experience in the problem. that supports handling. These members will work together with members who are having problems to find a solution.

The solution that we offer has been effective when all errors have been resolved and fixed, from which the work progress returned to normal.

***Sprint 5:***

This is the last sprint we are going to do. In this sprint, we focus on system testing and final test execution. We only encountered a few minor interface issues, and together we discussed how to fix the interface appropriately and beautifully. Apart from the above, everything was fine and we didn't have any other problems.

### 3.2. Conclusion

Although we were unable to follow the original plan of holding face-to-face meetings every day, the solution of conducting online meetings via Discord is equally effective. Specifically, we can still share screens to raise issues to solve or update progress or present an idea to the group. In this way, the problems encountered by the members during the entire project implementation process are solved. Besides, we have completed the project satisfactorily of the script, but that is not all that the whole team had expected and expected when starting this project.