

## **Group 33 Homework 1 Submission**

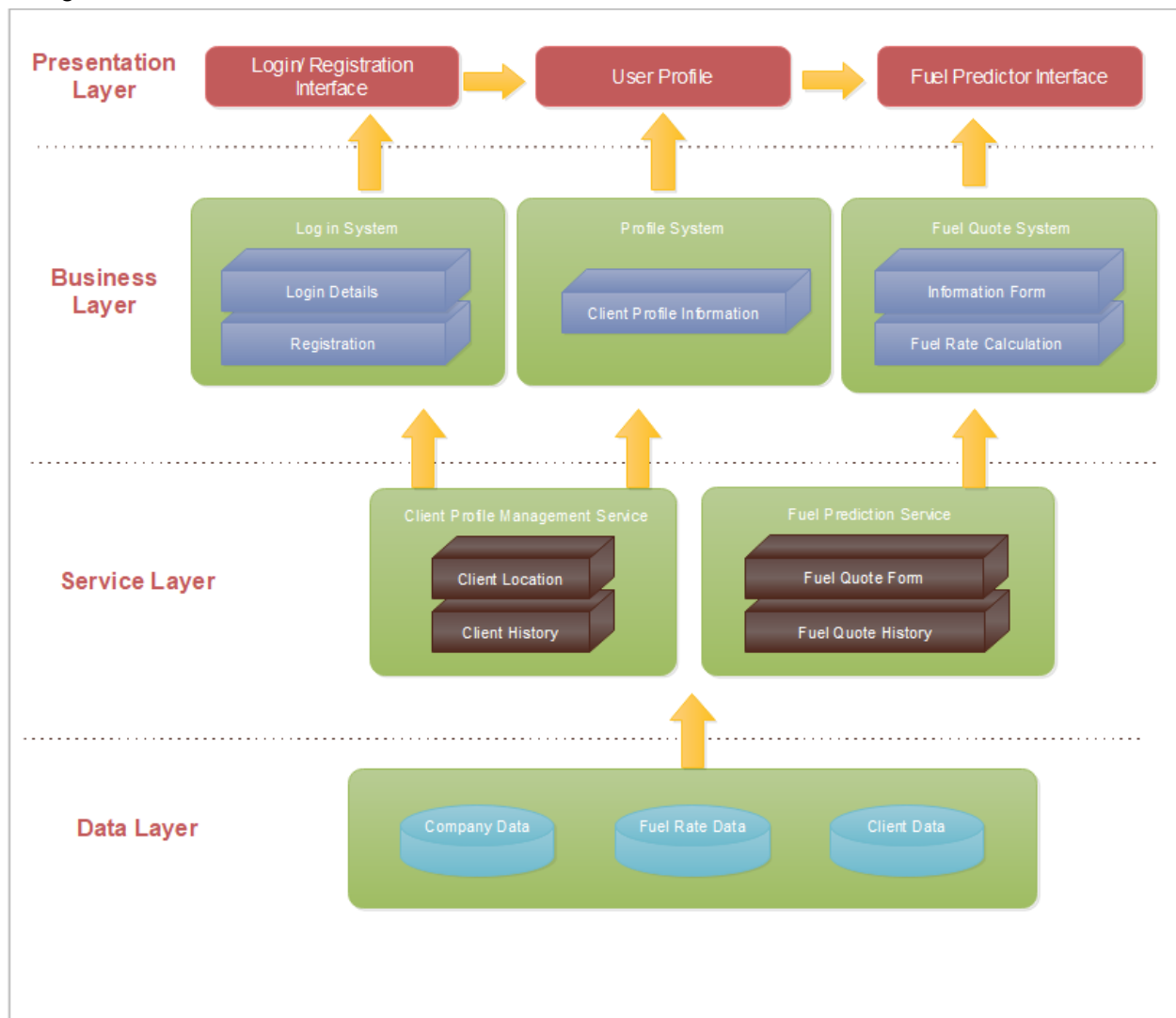
### **1. Initial Thoughts**

Since the initial requirements for the requested software seem to be a bit open now, we should be able to adapt to any changes and ideally, try to include the customer during the software development process to ensure that it suits their needs. Each part (login, client registration, etc.) should be its own module to make it easier to implement changes and to simplify the debugging process. .

### **2. Development Methodology**

Based on the initial thoughts, the best methodology that would suit our purposes is to use one of the agile methods. Agile is a form of iterative development which allows us to respond to changes based on the customer's info and predicting fuel price. In particular, we were thinking of using Scrum. We feel that some aspects of Scrum such as the short daily meetings can help us keep on track and potentially figure out where we need to put more attention. After a sprint is complete, we can then deliver a demo of the software to the customer to see if it meets their requirements and gain more feedback.

### 3. High Level Architecture



#### 4. Group Contributions

Group Member Name	Contribution	Discussion Notes
Nghia Luu	UML diagram (question 3) High level design architecture (question 3)	Used Lucidchart to create UML diagram, EdrawMax to design high level architecture
Daniel Olvera	Initial thoughts (question 1) Development methodology (question 2) High level design architecture (question 3)	Proposed using one of the agile methodologies, drafted high level architecture diagram
Hong An Tran	Development methodology (question 2) UML diagram (question 3)	Came up with idea of using Scrum, drafted UML diagram