# Project Overview

## Team Members:

* Quentin Marechal
* Aleksandar Zoric
* Niall Stack
* Sean Gibbs

## Overall Project Aims:

This application enables students in a certain schools to communicate with each other via private messages or by posting posts on the ‘message board’, where depending on the students choice, he/she may post it so only the classmates can see the post or post it as public where every student in the school can view it. A student may add friends where they can send private messages between each other. Each students will have their own profile with basic information and profile picture. It will also display interests of each students and if two or more students have similar interests, they will be suggested to be friends.

## What We Achieved:

We implemented a school message board and private messages between students that are displayed through the console. These were the only elements we completed as we were not required to create a fully functioning program. We mainly stuck to our Post School Message Use case although we incorporated the Send Private Message as well into one of our iterations.

# Workload Division

* We all took two use cases each to create so we all had an equal workload for the use cases.
* We then each did a textual analysis for the Use Cases we developed.
* The majority of the code was made by Quentin.
* The iterations were developed by the whole team as we brainstormed together as it was easier to work together on a single computer.

Overall the workload was spread evenly and each member did all they could. We found it difficult to do the main body of code together so Quentin took over the main coding duties for that, while the rest of us finished up the documentation of our project. Our Commits are available in our GitHub repository at <https://github.com/niallstack/OOADProject>

# Major Design Decisions

We stuck with making a basic message board (with a couple of other features) that printed to the console. This enabled us to look at developing our programming skills to make good code which was easier to do with lower level stuff. Alex suggested adding colours as an iteration to differentiate between different types of message e.g. School Message Board posts being blue. Due to this being a low level project, there were little other aesthetic design decisions to be made. We chose to go with the Post School Message use case because we were able to identify and develop further iterations without much difficulty.

# What We Learned

We learned the importance of making clean code because when working in a team each member must be able to understand each other’s code which would be impossible without well named classes and methods, good comments and well laid out class diagrams. We also further developed our team skills which will be vital for future work in industry. On top of being clean, we attempted to conform to good design principles like the SOLID principle which is a valuable thing for us to learn about. Overall this project allowed us to implement the things we learnt in our Object Orientated Analysis and Design classes, this made the project a great opportunity to further our understanding of this module.

# How Would We Do It, If Doing It Again

We would definitely start earlier as time was a major constraint for us. A better spread of the coding work would be needed as it ended up with just one member taking on the majority themselves. We would spend more time planning out our project as frequent changes in the design hampered our ability to move forward. Lastly finding a better source control solution for our documents is a must, although we were able to use source control when we converted our documents to html it is very difficult to find the changes in the document with so much formatting code left in.