Media Bazaar

* Date: 17 June 2021
* Location: Eindhoven
* Members:

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* Tutor : Qin Zhao

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Work Division

For iteration 3 and iteration 4, we discussed as a team and figured out how to wrap up the project. Due to an unseen problem, our teammate Alexander Bogdanov couldn’t work on the project anymore so we had to divide more work for every team memember.

* Matei-Cristian Mitran:

1. Application GUI
2. Team Logo
3. Filling in Employees in Database
4. Employee Tab Coding
5. Test Cases Document
6. Presentation
7. Process Report Document
8. Warehouse Classes
9. Item CRUD
10. Cashier and Stocker GUI
11. Design

* Ioan-Nicolae Popa:

1. Project Plan Document
2. URS Document
3. Employee Tab Coding
4. Test Cases Document
5. Process Report Document
6. Organizing meetings
7. Cashier, Stocker Wireframes
8. Restock requests

* Plamen Peev:

1. Project Plan Document
2. URS Document
3. Scheduling Coding
4. Filling in database tables
5. Organizing repository
6. Day off and Sick reports
7. Warehouse UML
8. Cashier,Stocker Wireframes
9. Statistics
10. Restock Requests

Aleksej Borisov:

1. Website wireframes
2. Test Cases Document
3. Website (HTML, CSS, PHP and JavaScript Files)
4. Item CRUD

Personal Reflection

1. Matei-Cristian Mitran

During the last iterative phase of this project, I now believe I am a novice software developer. I learned new notions of programming and now I am more confident in myself as a programmer all together. I really enjoyed the SCRUM because of the client interactions, and I think it is an efficient method of working. I prefer it over the waterfall method.

1. Ioan-Nicolae Popa

For the second phase of our project, we focused more in the Management side of our to be application, which gave us more freedom of action and also gave us a lot more food for thought. I personally felt more proactive during this part of the project, as I had more room for improvement but also more room for taking risks. One of these was the creation of the restocking process which is by itself a self-sustaining algorithm. More so, I took the chance of enhancing my programming skills by approaching methodologies that were not reviewed in class which helped me perform overall better in my programming life.

1. Plamen Peev

With agile development, I was able to simultaneously follow a general plan with milestones and be flexible with the achievements for each sprint. I considerably like this approach, as it helped me organize myself in such a way that I would still be able to change a particular point in my plan, still following the overall agenda. During both waterfall and iterative phases, the hardest part for me was to organize my time in such a way that I continuously progress and reach new limits.

Thanks to this project, I was able to understand my true capabilities, and most importantly, I’ve learned that with the appropriate mindset and motivation, I can achieve everything, independently of how hard it is, or how unrealistic it may seem at the beginning. I’ve learned how important the teamwork is, and that it isn’t possible to achieve something big without collaboration with my colleagues. There were times when each of us had a different opinion on a certain topic, but we still managed to come to a mutual agreement. I’ve also learned that not everybody has the same ideas and skills, therefore we had to split up the work according to everybody’s competence.

1. Aleksej Borisov

During the last phase of the project we have not had so much lessons and new topics to learn comparing to the beginning of the semester. That is why we had more time to use all gathered knowledge to enhance the product. Our group already developed a solid base for both desktop application and website, so we mainly focused on improving the existing functionalities. However, there were also new features to add, for example showing the statistics from the website.

Iterative Reflection

The iterative (AGILE) phase of working in which the work is repeated in cycles known as iterations, therefore the team’s understanding of the user requirements and products increases by each cycle.

* Advantages:

1. Flexibility
2. Better organization
3. Issues are fixed better

* Disadvantages:

1. Excessive working time because of no clear end
2. Difficult to measure progress

Differences Between Iterative and Waterfall

First, the waterfall process takes feedback at the end of the project whereas the iterative process takes feedback after every iteration. Secondly, the scheduling of the waterfall is linear (analyze -> design -> develop -> test) whereas the scheduling of the iterative is based on the iteration number (iteration 1, iteration 2, …). Lastly, the workload for the waterfall phase is defined for the entire project whereas for the iterative phase the workload is defined separately, for each iteration.

Meetings Time

Time of meetings with tutor:

* 19 May meeting: 30:00 (Distribution of tasks)
* 26 May meeting: 25:50 (Process Peer Review)
* 2 June meeting: 24:00 (How to make Restock Requests)
* 7 June meeting: 32:00 (Restock Requests Feedback)
* 16 June meeting: 35:00 (Statistics and overall Feedback)