**Individual Report**

COMP1640 - Enterprise Web Software Development

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Table of Contents

[1. Group Information 3](#_Toc132809210)

[2. Evaluation of product and process 4](#_Toc132809211)

[2.1 Evaluation of Product 4](#_Toc132809212)

[2.2 Evaluation of Process 5](#_Toc132809213)

[3. Evaluation of team 7](#_Toc132809214)

[3.1 Person Le Nguyen Phuc Khang 7](#_Toc132809215)

[3.2 Person Phung Anh Khoa 7](#_Toc132809216)

[3.3 Person Le Nguyen Nam Giang 8](#_Toc132809217)

[3.4 Person Ho Nhat Long 8](#_Toc132809218)

[3.5 Person Dang Van Huy 8](#_Toc132809219)

[3.6 Person Truong Van Quang 9](#_Toc132809220)

[3.7 Person Huynh Pham Dang Nguyen 9](#_Toc132809221)

[4. Self-evaluation 11](#_Toc132809222)

[4.1 My contributions 11](#_Toc132809223)

[4.2 Reflection on my own performance 12](#_Toc132809224)

[4.3 Lessons learnt 12](#_Toc132809225)

Table of Tables

[Table 1 - Project Information 3](#_Toc132809229)

[Table 2 - Team Information 3](#_Toc132809230)

[Table 3 - Factor table 10](#_Toc132809231)

[Table 4 - Mark of Overall Team Contribution 10](#_Toc132809232)

Table of Figures

[Figure 1 - Factor comparison 10](#_Toc132810449)

[Figure 2 - Overall Team Contribution 11](#_Toc132810450)

[Figure 3 - My Contributions 11](#_Toc132810451)

# Group Information

Table 1 - Project Information

|  |  |
| --- | --- |
| Team Name | *BlueFoum* |
| Group Repository | *git@github.com:lenguyenphuckhang2001/COMP1640-FE.git* |
| Group Board URL | *https://lenguyenphuckhang.atlassian.net/jira/projects?selectedProjectType=software* |
| Deployment URL |  |
| Front End Tech | *React* |
| Back End Tech | *NodeJs* |
| Database Tech | *MongoDB* |
| Screen Cast URL | <https://www.youtube.com/watch?v=bhHg5_52oI8> |

Table 2 - Team Information

|  |  |
| --- | --- |
| Full Name | Role |
| Truong Van Quang | Developer |
| Dang Van Huy | Developer |
| Huynh Pham Dang Nguyen | Developer |
| Phung Anh Khoa | Technical Lead, Developer |
| Le Nguyen Phuc Khang | Scrum Master, Product Owner |
| Le Nguyen Nam Giang | Developer |
| Ho Nhat Long | Developer |

***Describe the role and responsibility of each member***

First, the Scrum Master assigns the work to the developer team members Truong Van Quang, Dang Van Huy, Huynh Pham Dang Nguyen, Phung Anh Khoa, Le Nguyen Nam Giang, and Ho Nhat Long.

Developers may be required to create and change software in addition to developing the features that are required by the theme. Additionally, they might need to update the entire resource or depend on already-existing resources for rebuilding if an error or problem arises that cannot be addressed.

Le Nguyen Phuc Khang and Phung Anh Khoa are the members of our scrum team. Phung Anh Khoa has the ability to help the team identify issues and find the best solution. Phung Anh Khoa will provide a certain time for each task when we are running behind schedule so that we can accomplish it as soon as feasible to stay on track. To prevent missing deadlines, Phung Anh Khoa always puts the most important functionalities first. He also finds solutions to problems that arise when work is distributed unevenly among developer

The Scrum master analyzes each requirement along with the team to determine what tasks must be completed. In addition, the Scrum master will impart the knowledge required for team members to execute tasks quickly and effectively. They will do this by sharing data from numerous references or other organizations. Complete the sprint on time.

The developer team receives the product requirements after speaking with the customer. The necessary list in order of priority will be provided by the product backlog to ensure that work progresses.

# Evaluation of product and process

## Evaluation of Product

***Evaluative comments on the product***

* **Pros**

Tighten the relationship between members: Scrum method helps to increase teamwork during operation, helps members cooperate and support each other when facing difficulties and late tasks. This leads to the team growing well and being more successful.

The team can eliminate the product backlog and divide all the large activities into smaller, more manageable tasks with the aid of Scrum. Making a sprint backlog and selecting a course of action also helps.

Scrum compatibility: because we have used this Scrum method before, applying this model to the project is something that can be quickly adapted by any member. The Scrum model has good flexibility so every project is subject to frequent changes and updates

Lead time: Large projects are broken down into manageable sprints that help get the job done quickly to deliver the fastest product.

Therefore, all information is shared with all members in the meeting

Team member evaluation: Individual efforts of each team member are visible in daily scrum meetings, helping team members drive increased productivity

* **Cons**

It is inevitable that there would be issues with optimizing the functionalities and interface as it is the first product. Due to the fact that it does not provide the best results for the user, this makes it challenging to employ additional functions.

The limited scope makes it impossible to handle the reviews in the best way, which results in false product reviews. The reviews are false and erroneous, for instance, when the processes of product testing and actual use are skipped while the product is still allowed to be rated.

The outdated information that was posted the last time is permanent and cannot be removed, that leads to erroneous evaluations

Users find it challenging to make honest assessments when a product does not include evaluation procedures or methods.

* **Further improvements**

To make the product better, it is first required to optimize the auxiliary functions to prevent problems and barriers from arising when users utilize them.

Must regularly update the interface and receive feedback from customers, help improve product quality and show users new things for long-term operation.

To help improve product performance and user quality, hold user consultation sessions.

So that people may evaluate the product as accurately as possible, give users a set amount of time to use the product.

It is essential to concentrate on developing and refining the application's features in order to help users save time and make it simple to use, which will result in the greatest efficiency.

## Evaluation of Process

***Evaluative comments on the Scrum process***

* **Pros**

Tighten the relationship between members: Scrum method helps to increase teamwork during operation, helps members cooperate and support each other when facing difficulties and late tasks. This leads to the team growing well and being more successful.

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* **Cons**

Like every other framework, scrum also has a few downsides. Nothing is perfect and the Scrum methodology is no exception. Here are the disadvantages we noticed when using the Scrum method:

Without rigor and self-discipline among members, there is a high probability that the Scrum method will fail.

Using the method in a few large projects can be a big challenge to implement and maintain, especially for those new to the model.

Daily meetings sometimes fail due to irregular or fixed hours, but are busy times for some team members, which makes the lack of information with members greatly affect the team. project.

During the daily meeting, if a team member exits the meeting because he is busy, this makes the group members depressed, so it affects other members.

It is difficult to check the quality of the project if the members are not actively doing it

* **Further improvements**

There are many ways to improve or modify the Scrum model to better meet the needs of the project. Here are the solutions to improve the Scrum method:

Teach Self-Management Principles: Scrum teams are designed to self-manage so that members can complete tasks during the sprint without the supervision of leadership. This level depends on how familiar the team members are with the Scrum methodology and the complexity of the project

Work on Internal Communication Skills: When using the Scrum model, it cannot work without communication. It is a building block for the team's trust and cooperation, in the daily Scrum meeting the members must talk and be open about what obstacles are in every task in the sprint. This type of transparency requires members to clearly communicate their mission ideas.

Spend More Time on Retrospective: It is the time when members get together and talk about the problems that occurred during that time, teammates can make suggestions to help improve progress and everything goes well.

Push for Team Decisions: The team jointly determines the workload and distributes it to each member. Members must cooperate to handle problems arising internally.

# Evaluation of team

A weighted scoring model of the entire team (including yourself) with own choice of criteria and weighting, supported by commentary on each individual member. Model is expected to produce a range of scores for the individual members.

## Person Le Nguyen Phuc Khang

As a Scrum master he executes and divides tasks very efficiently. work always finished on time. Set up a reasonable time so that everyone can be proactive in daily meeting, update the necessary knowledge with the assigned tasks for the members.

In addition, he is also in charge of setting up Jira, updating tasks and promoting the progress of the members. He gives reasonable time and inventory analysis for each task, helping members optimize the assigned criteria. Therefore, the quality and progress of the work are remarkably effective.

After each Sprint, he often relies on the daily meetings and the updated tasks of the members on Jira to evaluate the results for each member, that avoids the inconsistency in the score between the members. members.

He has good back-end skills so when we have problems using github, he will support us with all his might. not only that, he has a wide understanding of how to use apps like figma which makes it possible for us to better adapt and design smoothly

## Person Phung Anh Khoa

Besides being a technical person, he is also a developer. He has good skills in back-end as well as front-end, which helps us to complete the work quickly because if a member's task is not completed, he is very helpful.

With the tecnical position he sets up the project for us and we just do the code, after dividing the tasks he usually analyzes how to do it for everyone quickly and efficiently.

His main job is back-end but when one of the members has a mistake, he always takes the time to correct the error for us, he is a responsible person at work, has a good work ethic. and always complete the task as quickly as possible. That's why at the end of every Sprint he always gets the highest score in the team.

With mature skills and working with ReactJs for a long time, he is always the one in charge of difficult tasks, in addition, when he completes the back-end tasks, he also comes to work on the front-end part with us. to ensure progress

## Person Le Nguyen Nam Giang

He is a back-end developer, a positive thinker and good communicator. He is new to NodeJs, so he is not familiar with how to work and analyze them.

He is a person who is always active in daily meetings as well as at work, in retrospectives he also has a fair score because his skills are not really too good.

Although his skills are not good, but he always completes the assigned tasks on time, when the code he encounters quite a lot of problems when he first uses it, but with the support and hard work he has learned a lot.

When members have problems with unresolved issues, he also helps people by finding references or resources on the web.

He is a member that can develop in the back-end direction because he has the skill to find and filter information quickly as well as to absorb quickly.

## Person Ho Nhat Long

He is also a member of back-end developer, he is quite busy with his own work, so he does not attend most of the daily sessions, which greatly affects the team.

When being assigned a task, he seems energetic and self-disciplined, but in daily sessions he often avoids due to busy reasons, maybe he has not completed the task. He also rarely communicates with the team members.

He is a person who lacks self-discipline and responsibility at work, so every task assigned to him is late. Therefore, it takes a lot of time for the team to consolidate and distribute that task to others.

On retrospectives he often scores very low on workload and morale. Even so, the team still gives him the opportunity to try harder in the next sprint, but he mostly doesn't seem to care about the work.

In the end, he has very little contribution to the group and tends to bring the group down

## Person Dang Van Huy

He is a member of front-end developer, with good skills and quick design thinking, he always gets the job done better than expected.

After each Sprint, he always scores quite high compared to Technical and Scrum master, is a person with a sense of responsibility in the working process, each assigned task always aims to complete sooner than expected.

When a member has difficulty, he is always there to help everyone on schedule, in addition, he also helps the team find references to help the team have more knowledge to work effectively.

With experience and good skills, he received many tasks during sprints, is enthusiastic and dedicated in his work. Although he received many tasks, he still actively helped the members.

Overall, he can take on the role of front-end developer very well because he is skilled and takes the time to learn, and finding information is not a problem for him. he

## Person Truong Van Quang

I am also a front-end developer, I am a person with positive energy at work. In general, I talk a lot in communication, which helps me to be friendly with team members quickly. Perhaps because of that, it is easy for me to ask team members when I have problems and members. In the team also help me very enthusiastically.

At daily meetings, I often give ideas to amend and discuss what needs to be promoted to help the project avoid unnecessary risks.

In retrospectives I got good marks, because I am also new to ReactJs for coding so I can't work optimally yet. maybe I need to try harder to develop myself as well as complete. good follow-up projects in the future.

I am a responsible person at work, when assigned tasks, I complete them on time to avoid affecting the members.

I always support my team members when they encounter errors if in my ability, I have a modification and development-oriented mindset so I always update new libraries to make the site more complete.

## Person Huynh Pham Dang Nguyen

As a member of the front-end developer, he is quite funny and sociable with everyone, an active participant in daily meetings, almost he did not take more than 3 days off in the last sprints. Even so, he rarely gives ideas, says little in the construction of projects.

He is also new to ReactJs so he is quite confused in coding, partly he has a lot of personal work with his family, so he has not focused much on the project.

Maybe that's why there are times when he is behind schedule but he also tries to keep up with everyone so as not to be affected, because his skills are quite weak so he has a lot of problems. however, in addition to our support he also tried to better complete the assigned task.

In addition to coding tasks he also records to-dos from scrum master requests, all meetings he records very closely.

Table 3 - Factor table

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| FACTOR | WEIGHT | PHUC KHANG | ANH KHOA | VAN HUY | VAN QUANG | NAM GIANG | DANG NGUYEN | NHAT LONG |
| Contribution | 25 | 9 | 10 | 10 | 7 | 8 | 6 | 2 |
| Communication | 15 | 10 | 10 | 10 | 8 | 8 | 7 | 3 |
| Collaboration | 15 | 9 | 9 | 9 | 7 | 7 | 7 | 2 |
| Initiative | 10 | 7 | 8 | 8 | 6 | 6 | 6 | 2 |
| Quality of Work | 10 | 8 | 9 | 9 | 7 | 7 | 6 | 1 |
| Responsibility | 10 | 8 | 9 | 8 | 7 | 6 | 6 | 1 |
| Adaptability | 10 | 8 | 8 | 9 | 7 | 7 | 6 | 2 |
| Attendance | 5 | 7 | 7 | 7 | 8 | 6 | 9 | 2 |
| TOTAL | 100 | 8,6 | 9,1 | 9,1 | 7,1 | 7,2 | 6,5 | 2,0 |

Figure 1 - Factor comparison

Table 4 - Mark of Overall Team Contribution

|  |  |
| --- | --- |
| Summary Table | |
| PHUC KHANG | 8,6 |
| ANH KHOA | 9,1 |
| VAN HUY | 9,1 |
| VAN QUANG | 7,1 |
| NAM GIANG | 7,2 |
| DANG NGUYEN | 6,5 |
| NHAT LONG | 2,0 |

Figure 2 - Overall Team Contribution

# Self-evaluation

## My contributions

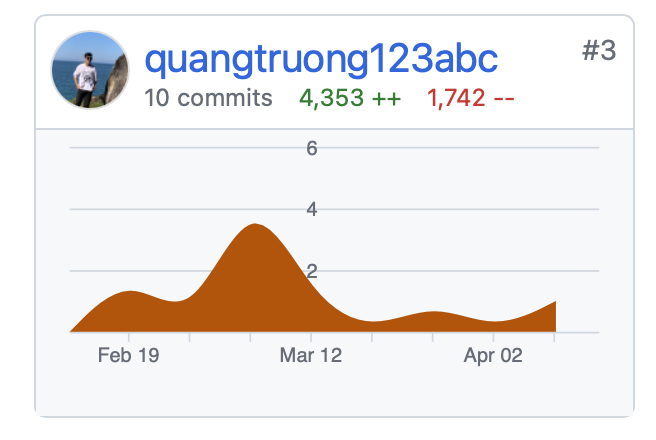


Figure 3 - My Contributions

I help members solve problems when they need help and give accurate and reasonable explanations so that they can make further progress to improve project performance. I constantly read documents and consult information from other teams to develop, it brings something new to help the team be motivated to work.

I find the basic skills I already have, so it's not difficult for me to absorb new knowledge, so I impart the knowledge to the members who are weak in a certain part of the project, I play Contribute by actively participating in daily meetings and retrospectives to assess and resolve project development.

Not only that, I also put references and libraries I found on some websites to help members be more active in coding.

## Reflection on my own performance

Speaking of performance, I feel like I haven't met my initial expectations. My goal is to quickly complete the task and do other tasks to speed up the project but since I'm new to ReactJs I have a lot of difficulties when using it, which reduces my performance significantly. My scheduling and time setting issues are pretty messy, so maybe that's why I try harder.

Even so, I feel that I still complete the tasks on time, on schedule without affecting other members.

Through this project, I feel that I have learned a lot about project management, how to deal with problems and moreover, I have learned a lot from my team members. I hope I will do better in future projects, give a specific timeline so that you don't affect the project.

## Lessons learnt

Lessons learned from my experience are:

Building a process is extremely important, this we often subjective and consider it very light, but it will cause unpredictable consequences later. We tend to just do it as soon as possible, but from a management perspective, especially with large projects, building the process is extremely important.

Say no to OT: we need comfortable and sustainable working time between members, OT causes a lot of bad consequences, affecting health and work performance. Not every OT is to speed up progress, too much work often does not bring good quality. To avoid having to OT when the task is late, we need to estimate time, this is the most optimal way.

Problem with people: Managing people is a very challenging issue. More concerning is the fact that even if you make an effort to create a good process, if the participants aren't truly "happy," you won't be either. Here, I want to concentrate on managing relationships, especially those between the Scrum master and the developer.