



UNIVERSITY  
of  
GREENWICH

# **COMP1640: Enterprise Web Software Development**

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## 1. ABSTRACT

The method was created to aid in the development of management structures for educational institutions in schools. Full system of functionality that a system requires depending on a specific context, designing a journal management system for universities aids individuals in working quickly and creating communications to communicate to students. A big school's magazine page, designed to make it easier for students to read by sharing personal articles on a forum that posts fun topics for anyone to see on campus. The framework employs cutting-edge technology for the initiative, as well as user interfaces that are appropriate for people of all ages.

Users will publish their own journals on the school's homepage, which would be moderated by school administrators. Hackers would be unable to target the device because it is constructed with different interfaces. Around the same time, use the best database for the project and provide decent results for information storage use.

## 2. SCOPE

Develop a magazine website for a school, uploaded by .doc files, .pdf for users as students, students of the school. Users will be provided with an email provided by the manager, from which users can use it to post articles about personal magazines, life ... The content users provide to the system must ensure make sure that such content is school-relevant and must contain relevant content.

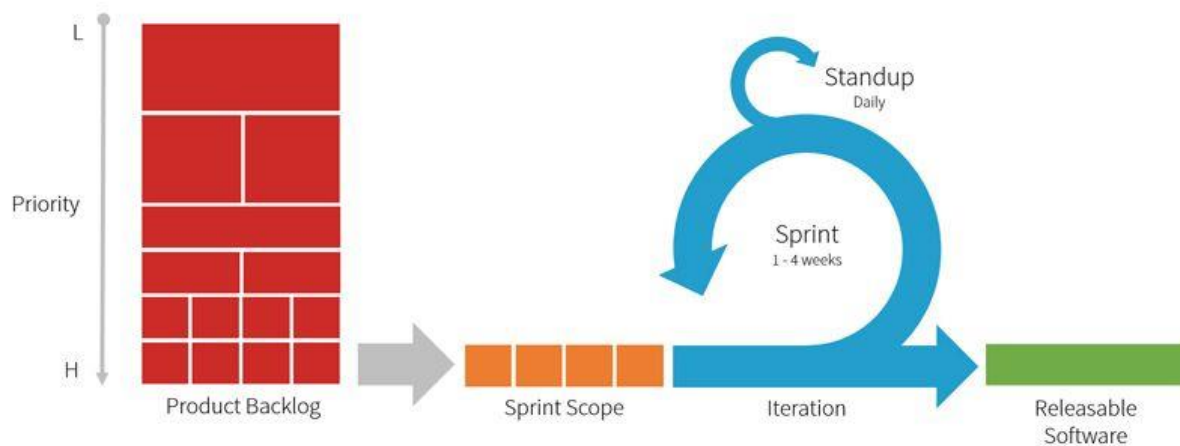
## 3. OBJECTIVE

- Develop a magazine site for large schools
- The members in the system are those who work at the school
- The system is managed by school staff
- Everything is moderated before publishing.

## 4. EVALUATION EACH OF MEMBER IN GROUP

### 4.1 Explain Scrum

#### 4.1.1 What is Scrum?



*Figure 1 Scrum model*

In reality, Scrum is one of the most widely adopted systems for implementing Agile. There are several other systems that can be used to execute Agile, such as Kanban.

Scrum is a management and process system that addresses difficult challenges while maintaining performance, creativity, and the best benefit for the resulting product. Scrum is a basic structure that allows for the most efficient collaboration between production team members when executing complex goods. Scrum bases the result on a sequence of iterative methods (called Sprint). Sprints occur on a daily basis, and each sprint is an opportunity to learn how to adapt for the right performance and outcomes.

When we talk about Scrum, we mean the following:

- Lightly
- Easy to grasp.
- Difficult to handle and learn.

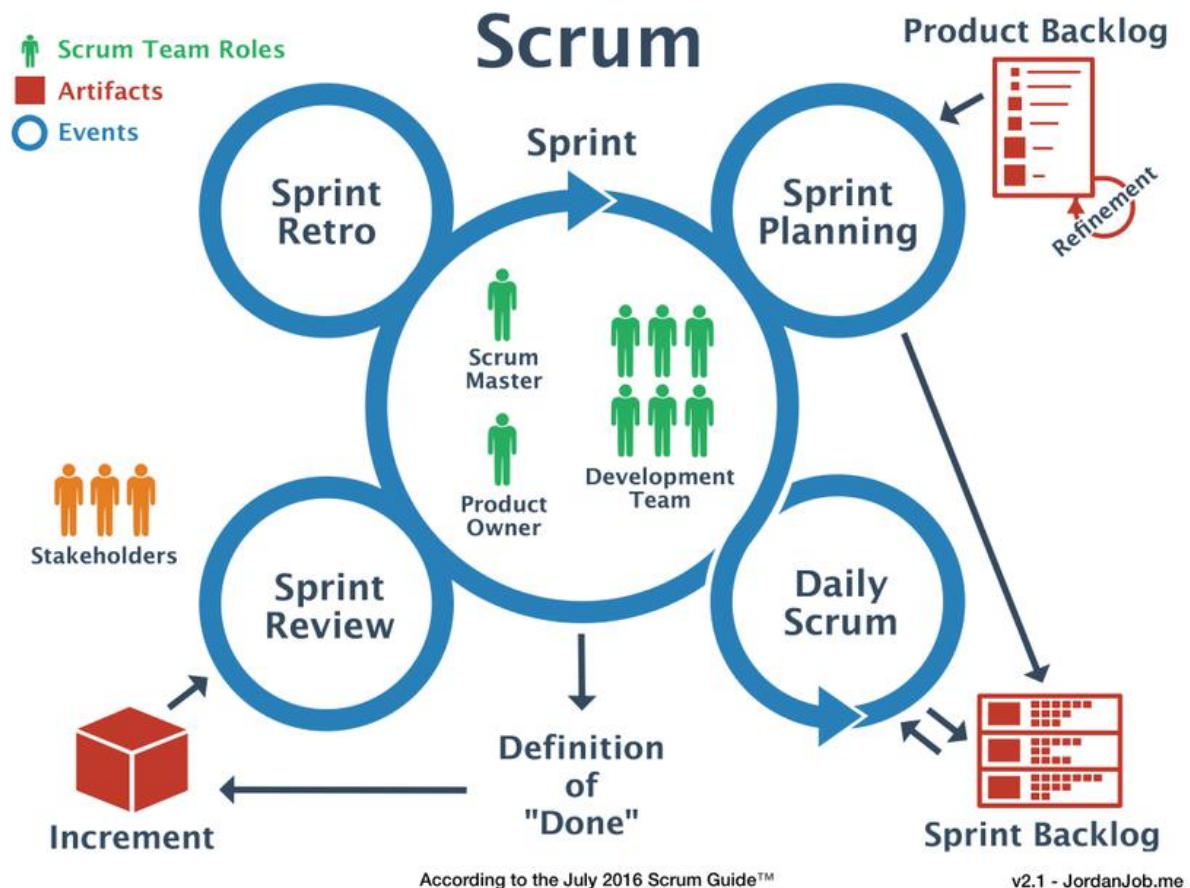


Figure 2 Detail Scrum model

And, when we use Scrum, there will be four critical Meetings or Ceremonies that make up the arrangement of each Sprint, as follows:

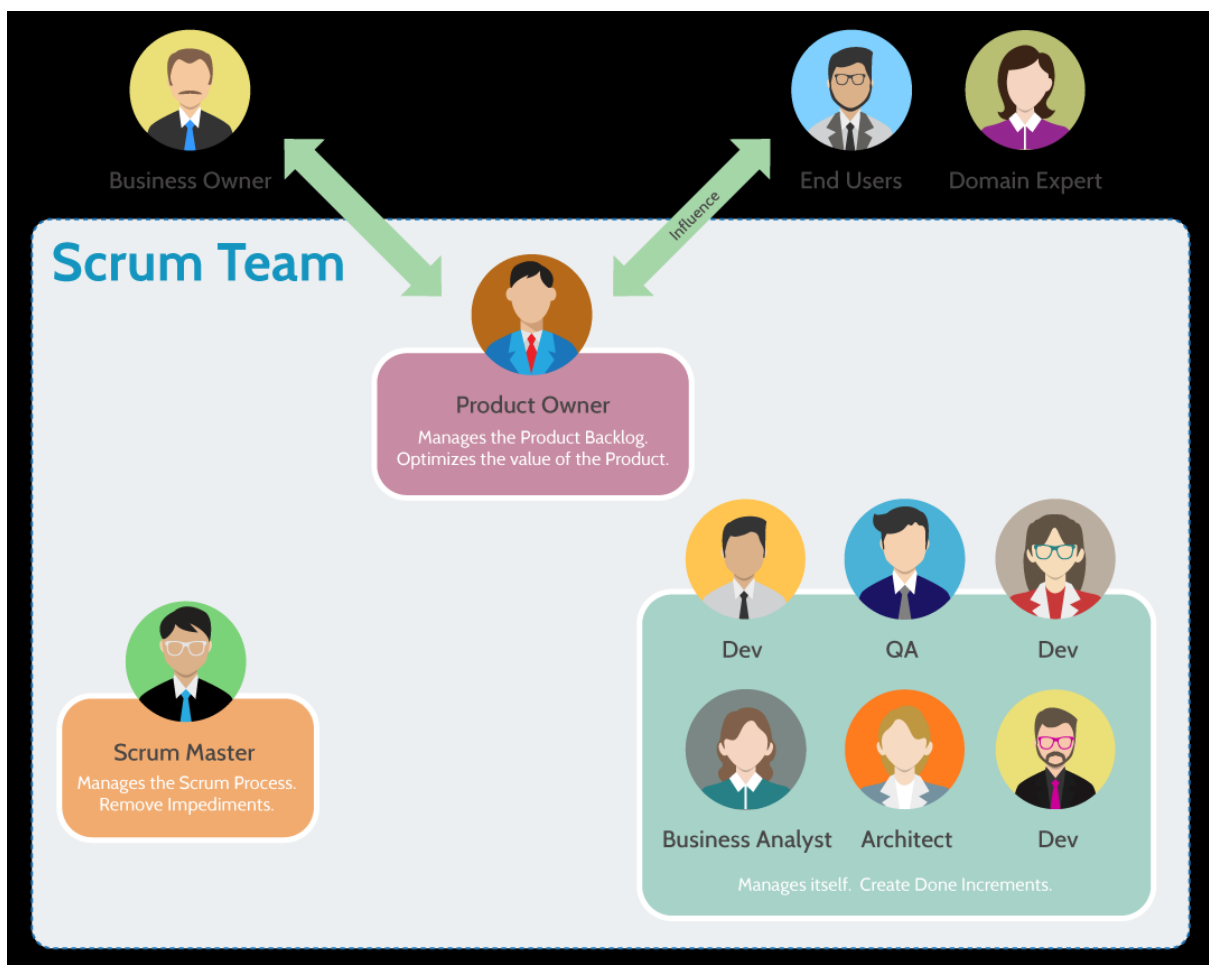
- **Sprint organizing:** The project team's planning meeting to decide what will be accomplished in the coming Sprint.
- **Daily stand-up:** Also known as "Daily Scrum," this is a brief 15-minute conference held every day to coordinate work among the production team.
- **Sprint demo:** A sharing gathering in which participants demonstrate what they accomplished during the sprint.
- **Sprint retrospective:** Evaluate, review what has been done and what has not been done in the latest sprint and come up with a new and more comprehensive sprint intervention solution.

The components of a Scrum production team vary somewhat from those of a standard Waterfall model, with three roles:

- **Scrum Master:** The Scrum master holds the team accountable to their wider interest in the market while simultaneously removing any obstacles that could be impeding team efficiency. They meet with the staff on a daily basis to discuss the job and tasks, usually once a week. A scrum master's job is to teach and inspire team members, not to impose rules on them. A scrum master's responsibilities include the following:
  - Ensure that the operation runs smoothly.
  - Remove any impediments to efficiency.
  - Plan important gatherings and activities.
  
- **Product Owner:** The Product Owner is a Team manager who understands what the consumer desires and the relative market value that they desire. They will then convey consumer desires and values to the Scrum squad. The product owner must understand the product's business case as well as the functionality that the consumer desires. He must be able to consult with the team to ensure that the right product vision is being implemented. Most notably, he must have the right to make all project-related decisions. In other words, the Product Owner in charge of handling the Product Backlog includes:
  - Display Product Backlog products prominently.
  - Arrange Product Backlog products in the most efficient way to accomplish targets and missions.
  - Increase the importance of the Team's job.
  - Ensure that the Product Backlog is accessible, open, and straightforward to all, and that it demonstrates what the Team can do next.
  - Ascertain that the Team has a thorough understanding of the Product Backlog products.
  
- **Development Team:** Development Teams are organized and given the authority to plan and manage their own jobs. The resultant teamwork improves the Development Team's overall performance and productivity. The Development Team is distinguished by the following characteristics:

- They plan their own activities. No one (not even the Scrum Master) told the Development Team how to make the Product Backlog an Increment of replaceable functionality.
- The Development Team is cross-functional, with all the expertise required to produce a Development Product as a team.
- Scrum acknowledges no names for Development Team members, regardless of work performed.
- Scrum acknowledges that there are no subgroups within the Development Team, regardless of the fields that may be covered, such as research, architecture, logistics, or market analysis.
- Members of the Development Team can have unique expertise and priority areas, responsibility lies with the whole Development Team.

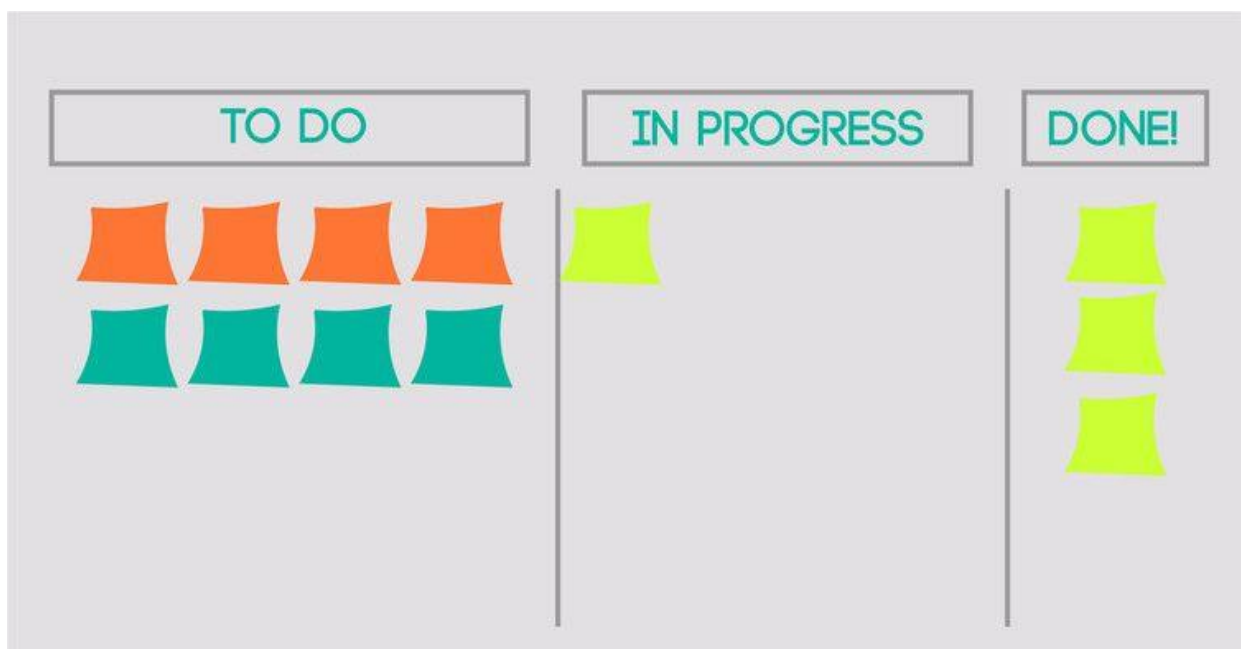
Since Scrum production teams are multifunctional, the "Development Squad" will include Testers, Designers, and Ops Engineers.



#### 4.1.2 Why we used Scrum for project.

Scrum's origins go back to active product creation research in 1986, both of which have over time features such as new specifications and evolving requirements. Bringing really short items to the market. This analysis is related to rugby and called Scrum the way the development team operates on the peak. Scrum's three basic pillars are transparency, inspection, and adaptability. Here are some of the reasons why Scrum should be used.

- Scrum allows for delivery freedom;
- Scrum is simple to understand and apply;
- Scrum accepts change;
- Scrum eliminates product risk;
- Scrum optimizes the productivity and commitment of the production team;
- Scrum allows the user to use the product sooner;
- Scrum is always improving.



*Figure 3 Describe about Scrum model*



## 4.2 Effective

A person's personality is a collection of characteristics such as behaviour, attitudes, thoughts, emotions, emotional sensitivity, and so on that help to clearly define the person. These traits emerge from influences within the individual as well as factors in the community or context in which the individual works. Personality emerges from within a person and governs how the person believes, acts, and acts. Personality is generally consistent throughout an individual's life, although it may be trained to alter. When it comes to completing the above mentioned quests, the scrum master's personality is crucial. Based on the 'Big 5' personality traits, this was an attempt to explore the effect of the scrum master's personality on our team's performance.

Huynh Linh Nhi: Mrs.Nhi is responsible for writing reports for the group. A person responsible for the team and himself when receiving tasks. Actively participate in discussions and at the same time remind your members to do rapid product development.

Mai Minh Nhat: Mr.Nhat is responsible for processing and developing the backend for the project, who is responsible for the team and herself. Participate in discussion sessions, giving ideas to the group to develop the group.

Bui Quoc Tien Phong: Mr.Phong is responsible Writing API on the backend side of the project, who is responsible for himself in particular as well as the team in general. Actively participate in group meetings and complete scheduled tasks.

Huynh Cam Hung: Mr.Hung is responsible for processing and developing the backend for the project. A person who contributes a lot to the project on the backend. Participate in discussions on project related issues as well as communicate well with the team. Execute difficult functions in a project, quickly and efficiently handle errors encountered.

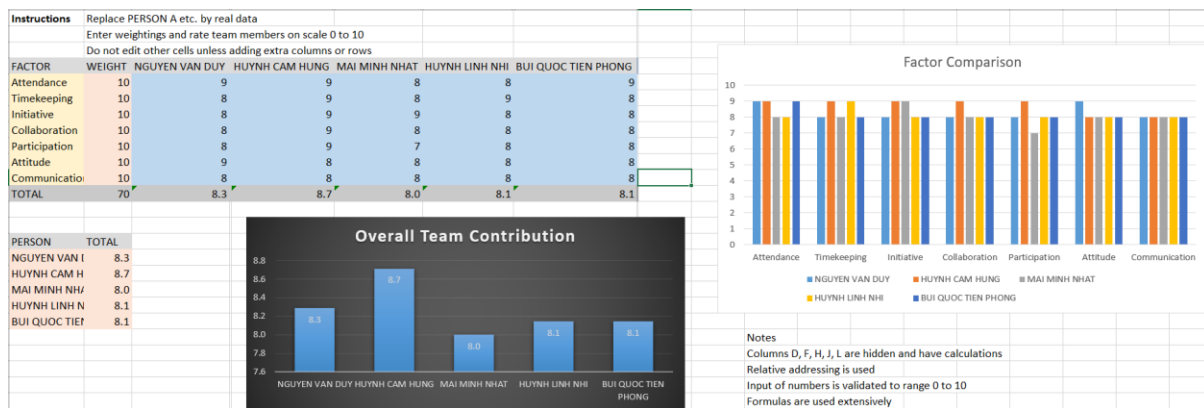


Figure 1 WSM Team

## 5. EVALUATION OF PRODUCTION

### 5.1 How is the layout?

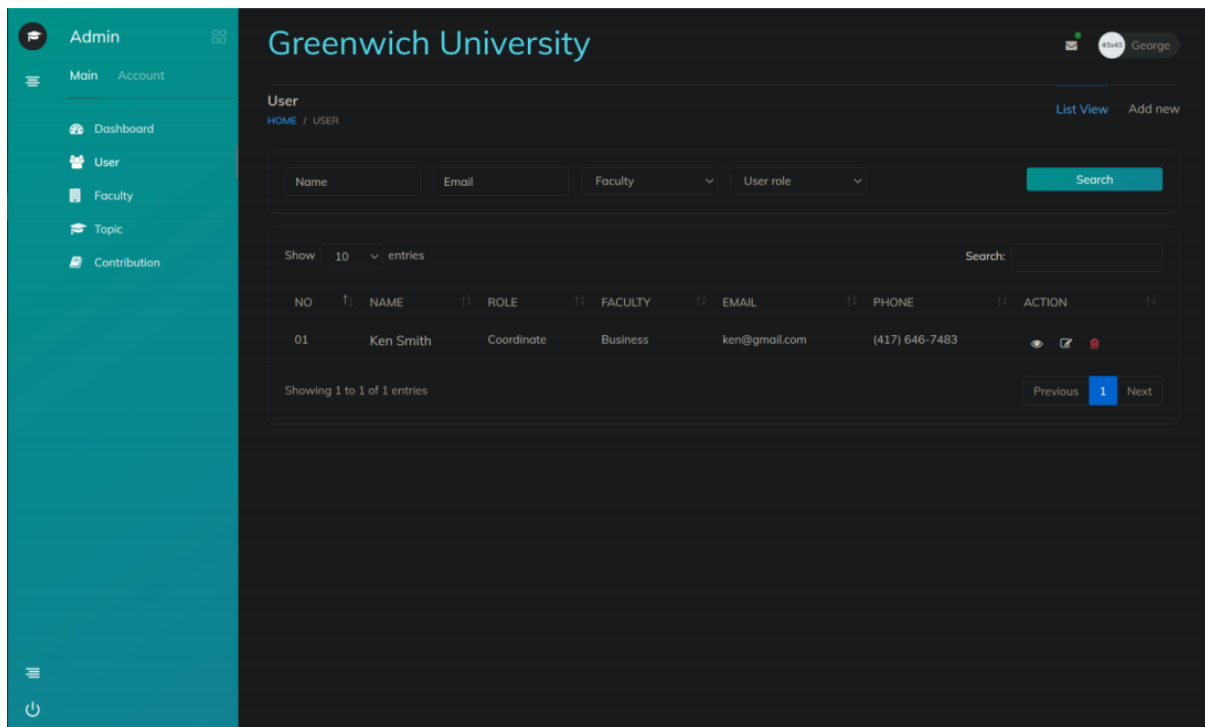
We use layouts that are suitable for all devices and arrange layouts according to W3C standards, bring eye-catching look to users as well as use balanced layout for user interface and at the same time using the appropriate layout for the management of the system of employees. Bring convenience and convenience forever for users.

### 5.2 How to use colors in the interface? Main colors?

Using colors in the user interface Denim Blue, Jade Black, Splashed White, the interface uses blue and white colors, choosing this color is appropriate for the current age of users.



For the management interface that uses the Carolina Blue and Quartz Silver colors, for the managers this use feels sensible.



Used colors suitable for ages in the current context is school, for ages 18 to 30, at the interface containing the interface modes, the user can leave the light and dark mode. Depending on the user's current time, this will bring a more realistic experience to the user.

### 5.3 Content

In addition, the product also uses high-quality image posting from which users can experience high-quality images posted. Thus, users can experience and want to see more about the posts posted on the page. Because the image quality is good and eye-catching for users to be responsive on all devices. Bring comfort to the viewer as well as the reader. Contribute to improving user traffic for a website that attracts people by the images and magazine content posted on the school homepage.

MEET OUR TEACHERS AND ADMINISTRATORS

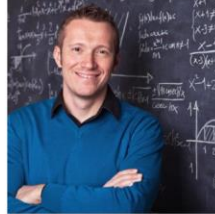
## OUR EXPERT INSTRUCTOR



VINCENT SMITH  
Assistant Professor



STELLA SMITH  
Adjunct Professor



ERNEST SMITH  
Assistant Professor



THOMAS SMITH  
Adjunct Professor



MONICA SMITH  
Assistant Professor

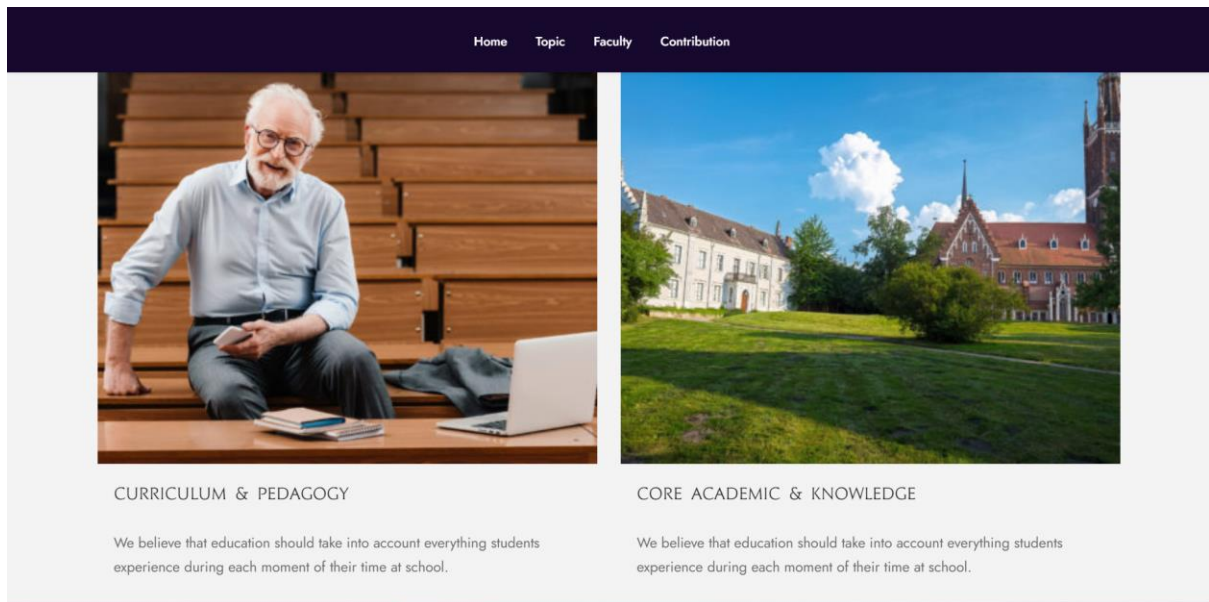


THE KINGSTER CURRICULUM

## WE WELCOME YOU TO LEARN MORE ABOUT US

At Kingster College we see the curriculum as something that embrace more or less everything that a boy does. You may ask why we see the curriculum that way. For many schools, the curriculum is just the academic part of what a boy studies. But that really doesn't do justice what an education is.





## 5.4 Development language

The languages that we create products that are: HTML5, CSS, jQuery, JavaScript. These languages are designed for frontend. We use them together to make products complete and beautiful.

For the backend using Nodejs, Python as a platform for the server side.

We have a number of reasons before choosing languages to use for this project

The reason why we chose Nodejs as the primary language for development is due to the following reasons:

- **Faster time-to-market:** For entrepreneurs, time is money. During the first few months, they would work tirelessly to iterate efficiently, monitor, launch, and produce as soon as possible, all while working with shoestring budgets and lean teams. Node.js is particularly useful for shortening the time-to-market cycle.
- **Scalability:** Scalability is central to Node.js. It is one of the most important advantages of Node for startups that plan to expand over time. Application-based startups use it to create lightweight and fast applications with decent real-time response that can be extended later, as well as conveniently add more modules to modules. You never know how high you'll go.

Scalability of a node is accomplished by load balancing and the ability to accommodate a vast number of concurrent connections. Furthermore, Node implementations can be scaled vertically as well as horizontally.

Node.js is ideally tailored to microservices architecture, which is extremely helpful for future-oriented projects that can scale and expand. Alternatively, each feature should have its own microservice, which can then be scaled independently of the rest of the system.

- **Battle-tested old hand:** Don't be worried about Node.js's relative inexperience. In recent years, the number of businesses using Node.js for their products has skyrocketed, with industry titans such as PayPal, Netflix, and eBay jumping on board. Without a doubt, Node.js is a proven and well-tested tool that will not be forgotten or discarded anytime soon.
- **MVP development:** Short budgets and short timeframes necessitate rapidly validating the viability of a new concept with the least amount of effort, investment, and cash, as well as ensuring the product is well received before investing more funds to expand. You'd best get packed before you go.

Node.js enables accelerated MVP (minimum viable product) growth - a piece of software with enough functionality (or a single feature) for the product to go to market and satisfy top consumers. first and foremost MVP is a basic step on the road to developing a full-fledged app.

## 5.5 Database

For this project we use MS SQL Server for the project because of the following reasons:

- **The installation is simplified:** It can be configured using the configuration wizard, and the installer can detect and uninstall the necessary updates automatically. Since patches are deployed automatically, the difficulty of device maintenance is significantly reduced. Other modules, such as the analysis and database services, will then be configured separately. The automated upgrade also greatly cuts repair costs.



- Better security features: SQL Server employs Policy-Based Management to track noncompliant compliance protocols. This function restricts database access to only approved personnel. Security checks and incidents should be automatically logged to log files.
- Improved performance: MS SQL Server includes a feature for transparent data compression and encryption. In order to encrypt the log, the user has to change the program, which helps us because it will prevent attacks by hackers. Effective access control and rights protection tools are available in MS SQL Server. Furthermore, it improves data collection accuracy.
- Lower total cost of ownership: SQL Server comes with efficient data management and retrieval tools, as well as disk partitioning, which is convenient for future maintenance development of the project. Adhering to good data security techniques will ensure the maintenance of your server. These techniques also assist us in ensuring data availability and durability.

Conclusion: the reasons above are the reasons that we chose MS SQL Server for this project because it has many security benefits as well as a reasonable price for this project.

## 5.6 Used API

In this project we use the API to connect to the server to perform CRUD operations for the system, the API we use the Python language to write the API for the system. This creates a new connection between NodeJS and Python. Thereby helping the system to process data faster and increase project efficiency.

## 6. EVALUATION OF MYSELF

For the copy I have responsibilities here:

Responsibility to the group:

In the team I am responsible for handling and developing frontend development for website, designing user interface, and improving interactive design for users so that the user can use it easily. without spending too much time learning and reading the manuals.

- ✓ The first step in our team's website design process for this project is to collect information. People often say, "garbage in, garbage out", ie how the input is the output like that. Therefore, if you do not collect complete and accurate information before starting to design your website, your website is likely to deviate from the original goals and requirements. To be able to collect information effectively, identify the following issues: What is the goal of website design? Who is your target customer? What content do you want to target and focus on for your website?

Based on that, I have to prepare carefully for gathering information, consult information from similar sites so that I can learn from experience to work for my team. I see this collection of information as an important first step for me in particular as well as in website design in general.

- ✓ After taking the first step, I put the information I had together and made a detailed website design plan. And I started out with a schematic diagram of our team's website. After that, I have listed all the main topics, sub-topics, main pages, sub-pages that will appear on the website. Next, I define the content specific to each page. This will make it possible for me to go from general to detail without missing any elements. However, I think no matter what your website map is, remember that user experience is always the top priority. Therefore, I have to ensure the designs on the website can help users feel the most convenient and easy when accessing and searching for information. I've always had the thought that it is: "Don't design your own website but design your website for your users." So that I can do better in my work for my team.
- ✓ I need to make sure that the designs on the website are consistent with the brand identity of the context when in place. How the color, logo or slogan of the context is, the website must also display accordingly.



- ✓ When developing and building websites, I have the responsibility to edit and build the lines of code that make it easy for my team members to use and execute them easily. That will reduce development difficulties.
- ✓ Reconciliation for conflicts between members, resolve conflicts between members in the most effective way.
- ✓ Urge team members to work to complete the project as soon as possible.

## 7. CONCLUSION

Through a teamwork to develop a magazine website project for a large school, I have gained a lot of experience as well as related issues in this project that are:

We need to have a good grasp of the context information given so that we can develop in the right direction, which will help us avoid off-topic and develop the wrong context. Learn the details of the context's requirement, understand the elements needed in the project to make it easier to work with. The design needs to capture the needs of the market, the specifications of the university context, from which we can analyze to design the interface as well as the selection of colors suitable for the user.

Enhancing the user experience as well as doing things that increase the design of user interaction. Designing user interaction is very important because it is what the user will experience after our project is completed. Develop more and implement more features to make the user experience and interaction more professional and improve the user experience level.

Technology languages need to be selected for project development. Together, agree and choose the language to develop. Using popular languages that are loved by many people and having a large community of support will help us in the development of the project.

For teamwork, each member will be solely responsible for the assigned tasks, solving problems occurring in the group. In addition, communicating with the group makes an important contribution through communication that helps team members understand each other better, so working will be easier and more convenient. In

order to have a perfect combination with each other in the group, we have to talk to each other a lot to be able to make the best and most accurate decisions for the whole team as well as this project.