Media Bazaar

Process Report

22/06/2022

Group name: ISJS PROGRAMS
Location: Eindhoven

Members
- Ivan Sakal
- Saeed Ba Wazir
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- Soleil Umwiza

Tutor
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Work division

Down below you will find an overview of the tasks and functions in this project. We will indicate who was the main contributor to each of the tasks.

	Ivan	Jessie	Saeed	Soleil
Automatic scheduling			✖	
Check-in & check-out	✖ ✖	✖		
Contract		✖		
Department management				✖
Design			✖	
Documentation		✖	✖	✖
Employee management		✖		
Login & change user type	✖	✖		
Manual scheduling	✖			
Meetings management		✖		✖
Notifications & announcements			✖	
Product management			✖	✖
Register recovery		✖		
Reshelve requests	✖	✖ ✖	✖	✖
Settings			✖	
Statistics		✖		
Unavailability				✖
Website profile				✖
Website view schedule				✖
UML	✖	✖	✖	✖

Personal reflection

In this section, you will find a personal reflection of each team member regarding the process of working on this project.

Ivan

I gathered a lot of experience during this semester working in a team environment. I have previous experience in group work, but only on either smaller or less dynamic projects.

In terms of skill learning, there is a lot of material; both in terms of technical skills and soft skills like communication, planning, time management and such. One piece of advice I would give for anyone starting group projects of this scale is to set aside twice the amount of time you would predict for a feature or a bug fix , and to "over-communicate" because people tend to assume a lot and take a lot of things for granted in conversations. Overall, this is a learning process and mistakes happen, one thing you can try is to mitigate them as much as possible.

For oncoming projects, I would like to improve my time management and communication with my future teammates. Time management is something that can alway be improved on, but in group setting it is especially important because sometimes teammates rely on your work. After all, we are here to learn and improve and this semester has taught me how to constantly keep improving.

Jessie

I learned quite a lot of things about working in a team during this project. I had worked in groups before, but most of the time with people I already knew well or on much smaller projects.

I have learned to not assume too much about my teammates and instead communicate, it has happened at moments where I assumed other people would communicate the way I was used to, but since they did not I would think they were not working for example. From that moment on I have and will continue to try to always ask people what is going on instead of assuming everyone will let the rest of the team know by themselves.

I encountered that, for me, when working on big projects I have some issues with my planning and time management. I easily get overwhelmed by the amount of work and I start procrastinating a lot. Although I have been able to finish everything on time, it would make the process a lot easier if I could improve on it. For later projects, I want to take some more time making a plan and dividing tasks into small pieces over the period. Hopefully, having this overview might help me feel less overwhelmed and thus more motivated.

Saeed

Working with a group is totally different since you have to manage the communication and the availability and more aspects between the members, that you won't handle if you are working individually. Expectations between the team members since we are from different backgrounds and different cultures give us the opportunity to learn more from each other not only technical aspects also how to deal with each other and how we operate, during the project we had a problem with the communication one of the main reasons were the cultural differences and the different expectations between the team members, we manage to solve by setting boundaries and learning more about our exceptions.

Time Management is a challenge for group projects since this is the first time for me working on a project like this for long-duration planning was a challenge since we didn't know what we were facing, I think what I can advise myself is to make realistic planning and communicating with the team member to set the deadline can be helpful in the group projects.

Soleil

Personally, I learned a lot during the whole project/semester from my teachers and my team members. I was happy with the way we were working. Everyone was involved during the project. The downside is that I have had issues with the VPN which caused my work to go too slow, however, my team jumped in to help. Overall, everything went well. Everyone worked equally from backend to front-end

Another thing I learned during this project is how to communicate with my teammates and our tutor. Communication is a really big and important part of teamwork. We all worked on different parts of the apps, but because everything is connected we had to keep informing each other about our changes and when we were gonna implement certain parts.

In the end, I am very happy with our results and the applications and website we made, and the team I worked with. This project was really fun to work on and we all learned a lot.

Reflection iterative

Working in an iterative way has great advantages. One of the biggest was the number of contact moments with the client. Whenever something was unclear or needed to be checked it was not long before you could see your client again.

A slight disadvantage for us in this approach is that due to the number of meetings, it happens more often that a client changes their mind. This can drastically slow down development as there sometimes are big changes needed to fulfil new client's wishes.

Reflection differences waterfall and iterative

There are a lot of big differences between the waterfall and the iterative approach, both have different pros and cons.

The biggest difference is the number of times you get feedback from your client. In iterative you have a lot of feedback moments, this can be convenient for discussing things and asking questions, but can also cause some extra pressure as you have to perform well constantly. Waterfall is very different in this regard. You will discuss everything with your client in the beginning and have to deliver everything at the end. We have figured this can cause some confusion, as during the process of working you sometimes come across questions you did not think of earlier and you will not have the opportunity to ask.

Another difference is the end product. In the waterfall phase, you only have one end product, there will not be any earlier versions. In iterative, it is all about having different versions of different functions. You start with a base and based on your client's feedback you improve. Both of these turned out to have their advantages and disadvantages for us. Having more versions causes you to be constantly changing your code due to the changes in the opinion and needs of your client, but it does keep you innovative and because one idea leads to another it might lead to a better, more original end product. Waterfall is easier to work with for us as developers, you have one (hopefully) clear goal and that is what you will do, you do not have to take into account that there are constantly new features added. On the other hand, this caused us to spend some more time on small features than we did during iterative, as you are not challenged to work further.