**Software Engineering Group Project 15**

**Final Report**

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Config Ref: SE\_N15\_FR\_01

Date: 31/01/2013

Version: 1.0

Status: Draft

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# Introduction

## Purpose of this document

The purpose of this document is to identify the different methods used to complete the project, to identify the difficulties we came across and what we did to overcome these difficulties.

## Scope

This document includes:

* A management summary
* A historical account of the project
* A description of the final state of the project
* A description of the performance of each team member
* A critical evaluation of the team and project

The management summary will include details such as what the project has achieved, what difficulties stood in the way of project completion and how they were overcome and how well the team performed.

The historical account of the project will include details about the main events over the lifetime of the project and how the team acted to produce a plan and to deliver a product within a constrained lifetime.

The description of the final state of the project will include a summary of which parts of the project are perceived as correct and which are not, as well as stating missing or erroneous features in the software and known problems with documents.

The description of the performance of each team member will include a description of the duties and performance of each team member, how the team performed as a whole and how it could have been improved.

The critical evaluation of the team and project will include details about how the project could have been improved, what the most important lessons were learned about the project and about working in a group.

## Objectives

The aim of this document is to clearly state how much has been accomplished on the project, in order to enable markers to evaluate how well the group as a whole has done in the project, and how well the group worked together to complete the final product.

# End of Project Report

## The Management Summary

This should sum up in one page what the project achieved (what parts of the program work and what parts do not; which documents are in a good state and which are not), what difficulties stood in the way of project completion and how they were overcome, and how well the team performed.

## Historical Account of the Project

This should outline the main events over the lifetime of the project:

First meeting get to know each other, interests, what we are good at what we are bad at, etc.

Different people assigned different things to research to help with deciding the different options, such as glassfish and google app engine, etc. and a project plan is written

Initial roles assigned and split into teams, testing and design.

Testing team assigned to creating test specification, design team assigned to creating design specification.

Team members with most experience in programming assigned to carrying out spikework on different things

and how the project team acted to produce a plan and to deliver a product within a constrained lifetime. This should take no more than two pages of A4.

## Final State of the Project

This should give a summary of which parts of the project are perceived as correct and which are not. It is as well to be as accurate as possible here - more marks will be deducted for problems that are not declared but are detected by the markers than for problems that are declared in the final report. As well as missing or erroneous features in the software, known problems with documents should be included here.

## Performance of Each Team Member

The project leader should write a half page description of the duties and performance of each group member, including the group leaders themselves. This should be agreed with the group member if possible, and it should state whether agreement was reached, and if not, should give an explanation why not.

## Critical Evaluation of the Team and Project

This should be no more than a page in length and should address the following subjects:

1. How did the team perform as a whole, and how could that have been improved?

2. How could the project have been improved?

3. What were the most important lessons learned about software projects and about working in teams?