Final Project for SW Engineering Class CSC 648-848 Spring 2025

Section 02, Team 06

Application Name: NoName Search Engine (NNSE)

Team Lead Email: aausaf@mail.sfsu.edu

Name	Role
Anzara Ausaf	Team Lead / Frontend Lead
Harris Chan	Git/Document/Instance Master
Jiqing Liu	Backend / Debugger / Backend Lead
Nicolas Carrillo	Database Engineer/ Backend
Michael Ho	Database Engineer / Document Organizer
Chance Vodnoy	Backend
Casey Steven	Backend

URL: https://www.nonamesearchengine.com/

May 13, 2025

Product summary:

NoName Search Engine is a smart, flexible discovery platform designed to help users—especially college students—quickly find the best online tools and resources for every need. Whether you're looking for academic assistance, creative apps, mental-health support, or career development resources, NoName Search Engine combines powerful filters, multimedia previews, and community insights to surface exactly what you need, when you need it.

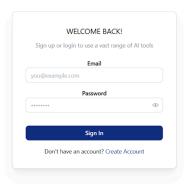
Milestone documents – M1-M4:

See M5 Folder for M1-M4 documents

Product Screen Shots:

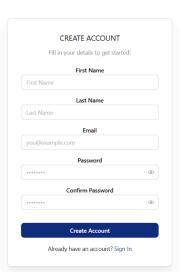
SFSU Software Engineering Project CSC 648-848, Spring 2025. For Demonstration Only

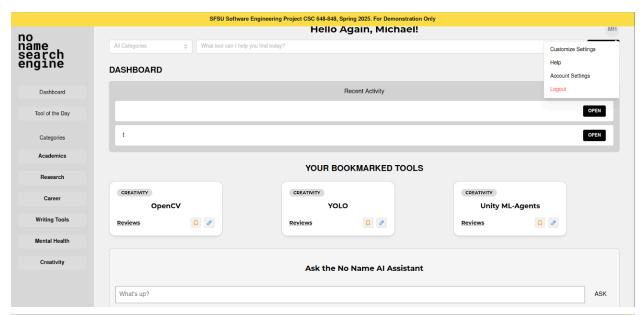
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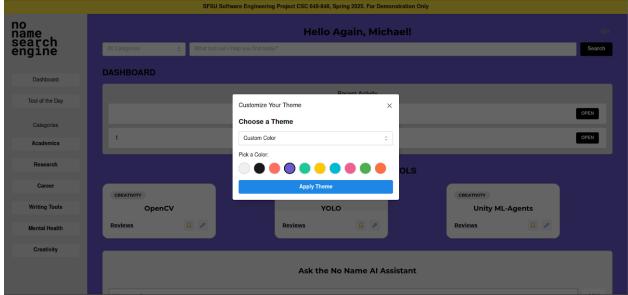


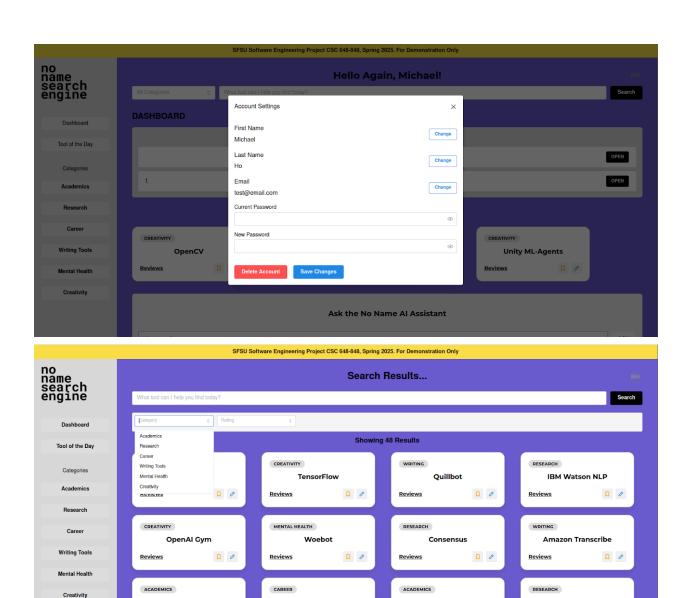
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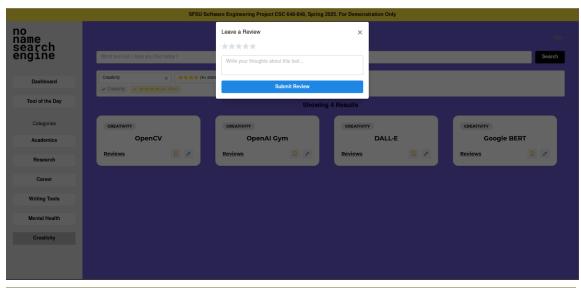
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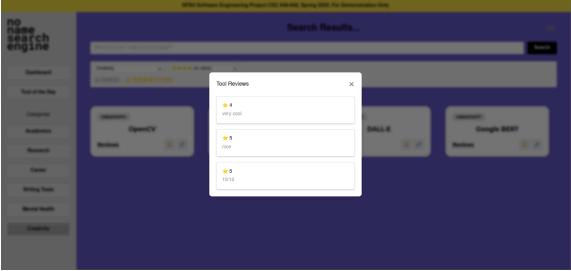
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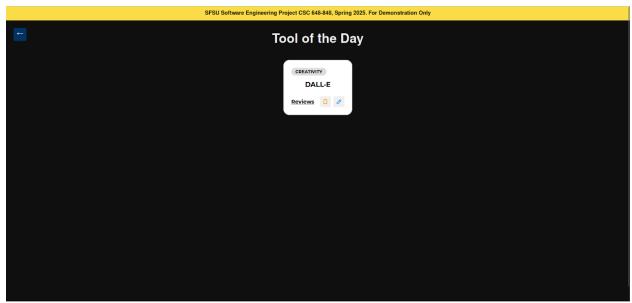
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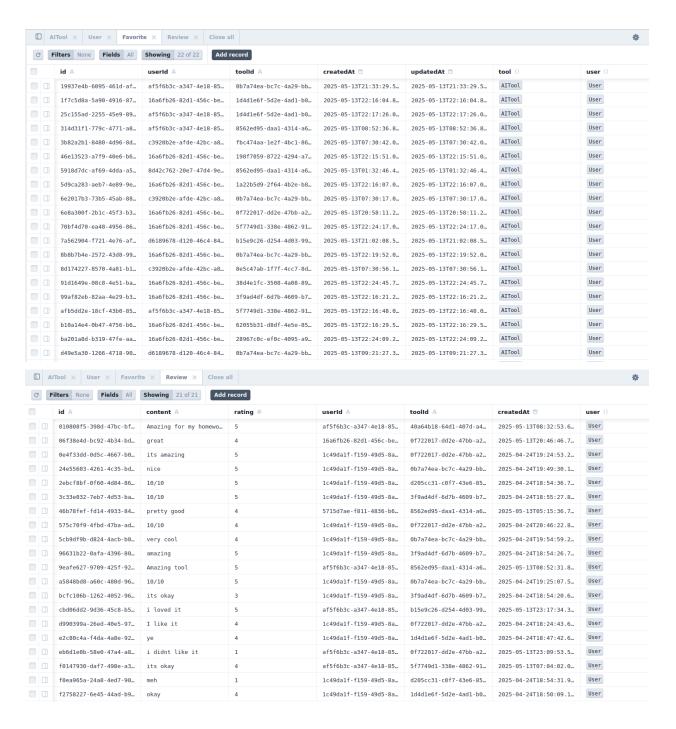






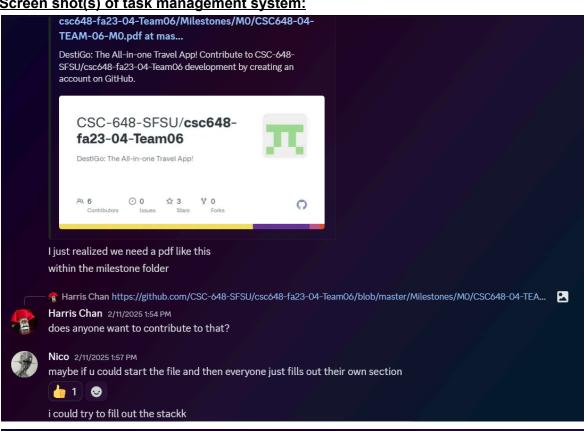
Screen shots of key DB tables:

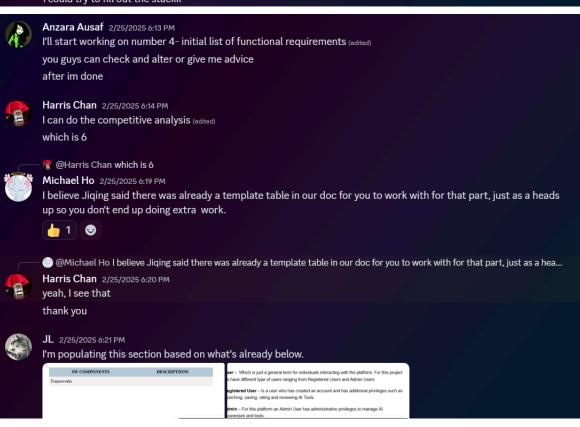


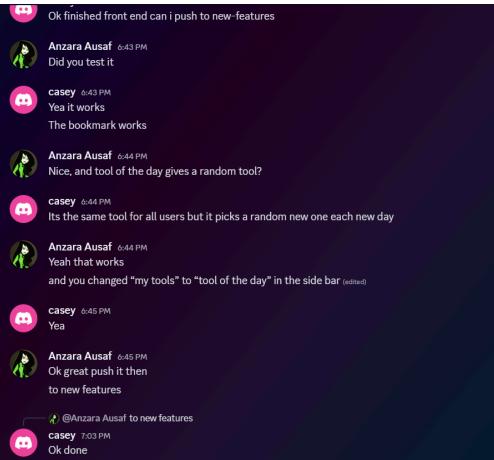


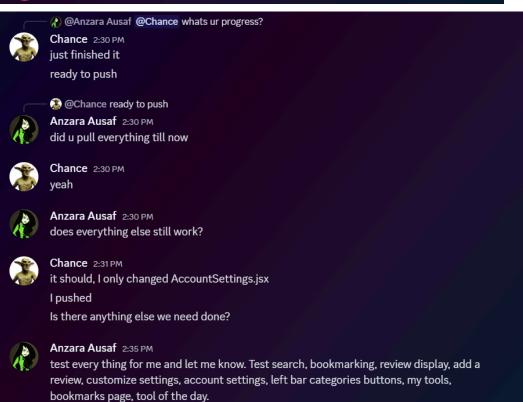
Google analytics or any other 'add on' to plot/track traffic for your WWW site: N/A

Screen shot(s) of task management system:

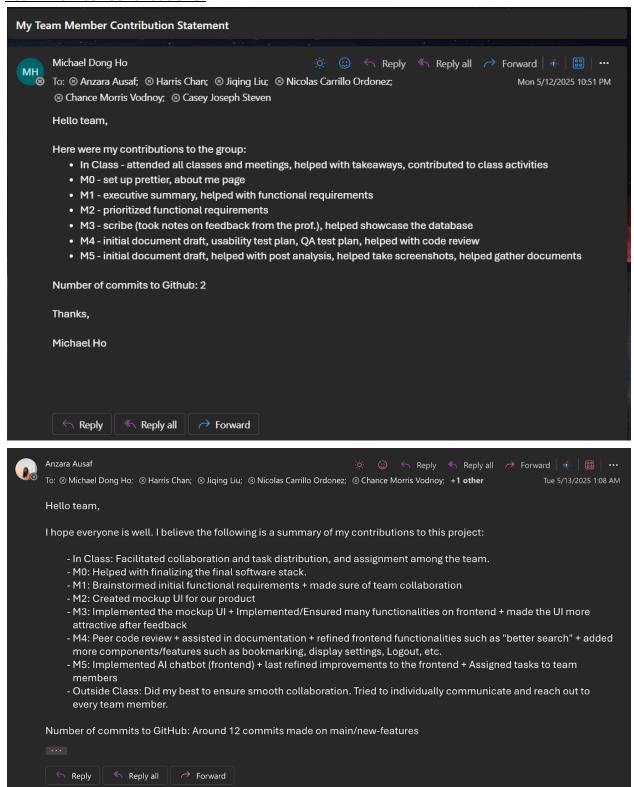


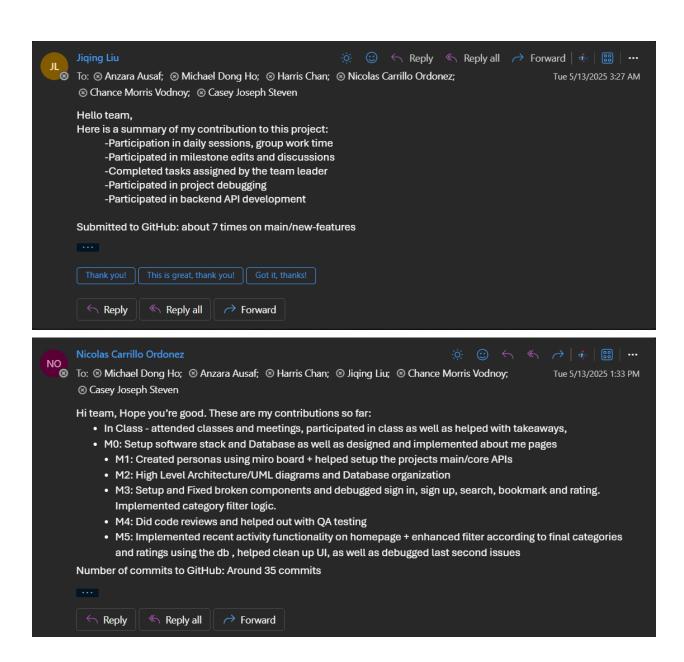


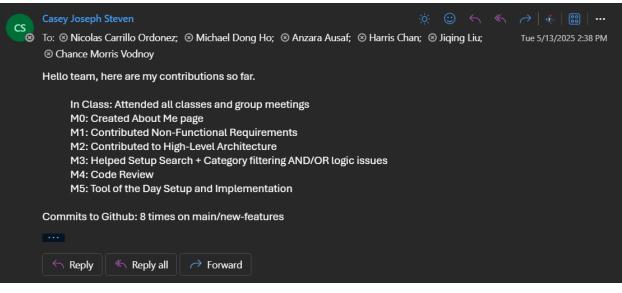


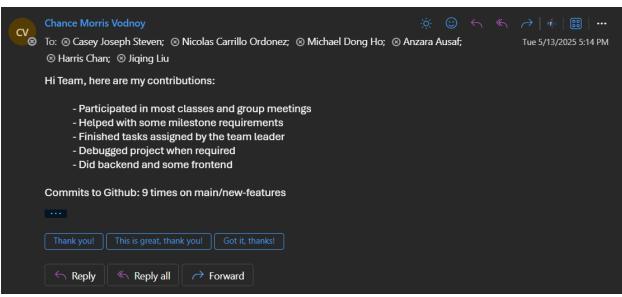


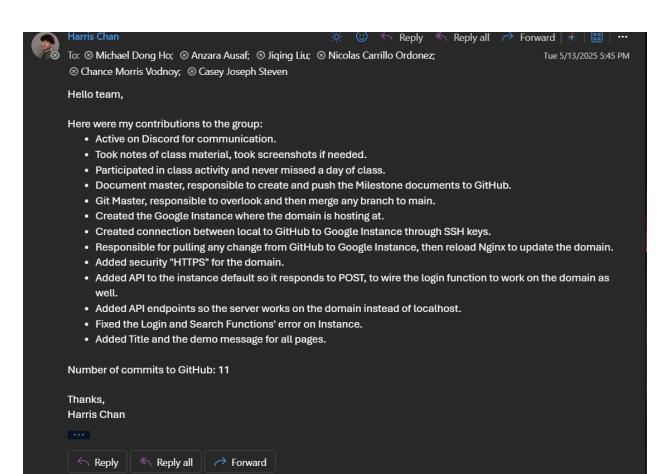
Team member contributions:











Post analysis – lessons learned:

The biggest challenge faced by our team was inconsistent communication and varying levels of enthusiasm. Questions and issues were frequently met with extended periods of silence, which created difficulties, particularly for team members who weren't as confident with the project's languages and tools.

Role Assignment and Knowledge Distribution

Team members generally selected roles based on their confidence levels and interests, while others accepted positions to help when asked. More knowledgeable individuals became natural leads in their respective areas. The team operated under the assumption that everyone would support each other's learning and development with the various technologies, but unfortunately, this collaborative learning environment didn't fully materialize.

This created situations where the more experienced members weren't available to provide assistance, and when other team members were present, they often lacked the knowledge needed to resolve issues effectively.

Proposed Improvements

1. Structured Meeting Schedule with Accountability

For future projects, implementing more strictly scheduled group meetings with a mandatory attendance policy would be beneficial. The team's highest productivity occurred during dedicated collaboration sessions at the end of class, though even then, attendance was inconsistent despite being required. Some team members didn't prioritize meetings and considered absences acceptable.

More consistent meetings with greater collective enthusiasm would have provided valuable opportunities for knowledge sharing, where team members could demonstrate and explain code changes. This would have fostered a more comprehensive understanding of the codebase across the team, potentially enabling everyone to contribute more effectively.

2. Enhanced Documentation Practices

More detailed code comments would have significantly improved collaboration. Comprehensive comments would have allowed team members to learn independently without requiring direct explanations from others. With multiple people working simultaneously on the project, code breakages were common, and thorough documentation would have streamlined the troubleshooting process.

By implementing these strategies, future collaborative projects can avoid similar challenges and create a more supportive, productive team environment.