HO CHI MINH NATIONAL UNIVERSITY

UNIVERSITY OF SCIENCE

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CSC13002 - Introduction to Software Engineering

REVIEW MEETING REPORT

Sprint 3

14/11/2024 – 21/11/2024

Instructors:

Trần Duy Hoàng   Ngô Ngọc Đăng Khoa   Phạm Hoàng Hải

HO CHI MINH CITY, 2024

I. General information

a. Meeting time and location

- **Meeting date**: 21/11/2024
- **Meeting time**: 20h
- **Meeting location**: Google Meet (link here)

b. Team members

Student ID	Student name	Email	Attendance
22127275	Trần Anh Minh	taminh22@clc.fitus.edu.vn	Attend ▾
22127280	Đoàn Đặng Phương Nam	ddpnam22@clc.fitus.edu.vn	Attend ▾
22127396	Khưu Thành Thiện	ktthien22@clc.fitus.edu.vn	Attend ▾
22127465	Bùi Nguyễn Lan Vy	bnlvy22@clc.fitus.edu.vn	Attend ▾
22127475	Diệp Gia Huy	dghuy22@clc.fitus.edu.vn	Attend ▾

c. Agenda

Topic	Time period
Evaluate the completion status of each task in the sprint	5 mins
Identify the problems of each task and their reasons	10 mins
Discuss solution for each problem and lessons for team	10 mins

II. Evaluate each task and its problem

Task	Status	Problem(s)	Problem's reason(s)
Write **Weekly Scrum Meeting Report**	Completed ▾	None	None
Write **Review Meeting Report**	Completed ▾	None	None
Write **Planning Meeting Report**	Completed ▾	None	None
Create links among pages following **Use-cases Specification**	In progress ▾	None	None

Draw **ERD**	Completed ▾	None	None
Draw **Relational Model**	Completed ▾	None	None
Revised **Use-case specification**	Completed ▾	None	None
Define **Software Architecture Document**	Completed ▾	None	None

III.   Solution for each problem and lessons for team

In this sprint, since there are no problems in every task, consequently, there are no solutions for any problem. But due to a huge amount of relationships among pages need to be designed in UI prototype, designers of our group still have not completed all yet. Finally, through 1 week for this sprint, team members partially understood:

- How to provide and explain key components, as well as organize them in a reasonable way for the **Software Architecture**
- How to use an available style such as **MVC** to form an architecture
- How to model **class diagrams** for each of the key components defined in the architecture.