

Analysis of Learning Outcomes

Creative Thinking -

For this project, we have gathered all the information and features from similar applications and designed our new app to match the client's requirements. Moreover, we made sure that the application offers the current technology trends, therefore, we included additional functions such as using Google Maps together with the booking system, along with other functions that would improve the system such as User account activation function to filter users before allowing them to use our service. We always communicated to make sure and understand the challenges the team experienced such as not being able to complete their tasks according to the discussed time or not being able to solve some issues alone. We have learned the risks that might occur by thinking from the user's perspective and always discussed and debated about the features to find loopholes and solve the problems. We always tried to access to the newest resources and find ways to improve this application.

Critical Thinking -

Every time we made any decision, we tried to steer clear from our own biases. We always try to figure out the best solution that would be beneficial to all of us. At the end of this project, we were trying to decide how much the contribution each team member gave. Of course, every member worked hard and deserved the best, however, we also needed to think objectively that in fact, some members had done more than the others. We compiled what each member had done in this project. Then, we discussed who deserves more and so on. In the end, we finally reached our consensus. In this project, we learned that we need to ease our minds, be objective, and thoughtful while making decisions.

Problem-solving -

Each sprint, there was at least one problem that occurred, whether it was a technical or non-technical problem. For technical problems, when making the project or coding, we mostly used a search engine to find a solution for the code and tried to use the right query, so the solution became easier to find. If the problem involved other team members, we discussed it together. Indeed, most of the problems needed to be declared. For the project to stay stable, we made sure to solve the major problems first before continuing with the project and everybody shall be informed. Each member could make suggestions of what we should do, and we always tried to find the right solution that was the best for all of us.

Responsibility -

In the beginning, we made some decisions from dividing the team, choosing the tools, assigning the roles, etc. Throughout the project, we reminded ourselves that we needed to take responsibility for what we oversaw and to put in a great deal of effort in each role. Each team member shall communicate to keep each other updated. We decided that each sprint is fortnightly. The backend team must finish their work in the first week, then the frontend team continues in the second week. The backend team can start working on their parts beforehand and must complete the tasks by the deadline.

Teamwork -

We had our weekly group meeting every Monday in the first 2 sprints to share ideas, update our work process and discuss problems. In the 3rd sprint, we agreed that everyone was already on the track and was more comfortable thus we decided to meet after the class every Wednesday instead.

We always tried our best to communicate, be open-minded and listen to each other. We ensured to finish our tasks on time and track the progress of each team member. If anyone had a problem finishing his/her task in time or could not solve some problem alone, we would take note and solve the problem together during the next group meeting. We put ourselves in other team members' shoes, respect and be polite towards every member of the group. We made sure to always give constructive comments and never forget to give credit to where it is due. Our team was always open to changes and accept criticisms to improve ourselves as much as possible.