

Farhan Mahamud 101147861
William Forrest 100803271
Jacob Hovey 101163798
Subear Jama 101154626

SYSC3303
Project Iteration 3
L2G2 Teamwork Breakdown

For iteration 3, the main hurdle to overcome was the UDP packets sending aspect of the system. We felt that it was necessary to break the code into three parts: the scheduler, elevator, and floor subsystem. After discussing our plans for how we are going to communicate between the different programs. Thus, the code and tests were split into the following roles:

- The scheduler module and tests were done by Jacob
- The floor module and tests was done by Subear
- The elevator module and tests was done by Farhan
- All simulation and common files and tests used for communication and splitting the code into different modules was done by Will

Like previous iterations, our approach to coding was to take ownership of our designated classes, but to also communicate how we would send the packets with each other. Based on the roles given in iteration 1, we believed it was best to designate jobs to people with prior experience of the programs. We had several in-person and discord meetings to discuss our updates and code together to ensure our socket communication was done correctly. While we had ownership of the specified classes, over the course of the iteration we all collaborated and added code to various different parts of the system. Specifically the use of helper threads, which was brought up by Farhan, to assist with communicating with the scheduler. This was to ensure that the scheduler was not overloaded with work and was solely used for augmenting and storing data. We split the rest of the requirements into:

- Scheduler class diagrams, set up instructions, and README were done by Will
- Sequence diagrams and team breakdown was done by Farhan.
- Floor class diagram was done by Subear
- Elevator class diagram was done by Jacob.

With the external requirements, our approach was to complete the portion that we had taken ownership of, and then get the rest of the team to review it. Everyone went over every section, and if there were any issues or anything the creator needed to include,

we shared suggestions and worked to finalize all of the documents in a way that we were all satisfied with.