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## Final Report for Trivia Game

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Group VB\_3

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Time for reflection! The purpose of this document is to capture student experiences – both positive and negative – during the semester long team project. What are the key events that are to remembered? What are the key lessons that you learnt that you can carry over to future projects. Think back starting from the time the teams were assigned, then project proposals were made, screenshots developed, requirements, architecture, framework demo, test plan, and finally the demo. **What would you do different if you were assigned the same team and the same project again?**

Each team member is to record his/her thoughts on a separate page. Thanks!

Note that you are NOT limited to a page.

### FOCUS ON LESSONS RELATED TO

1. Working in a TEAM
  2. Software Development processes
  3. Technical Issues
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### **1.1 WHAT WENT WRONG**

Each member of our team was not a very experienced software developer, which led to some technical issues at the beginning of the semester with some consequences. Our team had issues with the first several demos: connecting the client to the server and further to the database, uploading the jar file to run on the server. Due to these issues and not asking for help from the professor and/or TAs, as well as the overall lack of understanding, our team was not able to start the actual coding and fell well behind on this project.

### **1.2 WHAT WENT RIGHT**

Although we weren't very experienced, every member of the team was striving for success in this class and was ready to put in the extra effort to get to the final goal. The team was open to new ideas and the ways to go about implementing these ideas. Each member of the team contributed a fair amount of work. Also, each member of the team had some amount of knowledge no one else had, which made it easier to split up the work or teach one another the necessary details.

### **1.3 LESSONS LEARNT**

- Team Work

Communication is the key!

- Technologies use

Being from the College of Business, I have not had exposure to many tools prior to this class. During this semester I had a chance to look and understand both the backend and the frontend, as well as data and database management, and get actual hands-on experience.

- Processes (Reqs, Design, Coding, Debugging, Testing)

Again, in the College of Business we learn a lot about project management and processes in theory. It was a good experience to put my knowledge into practice and learn from there. It was interesting to learn about the Mockito tool for testing.