

Process PLan

The Code of Duty



Week 0 to 6

By Stoil Yonchev,Radolina Petrova, Martin Todorov, Georgi Zhizgov, Danilo Gutesa

Table of content

1. Working process ……………………………………………………………………………………………………………3
2. Personal reflection

* Stoil’s personal reflection……………………………………………………………………………………… 4
* Martin’s personal reflection…………………………………………………………………………………….4
* Radolina’s personal reflection………………………………………………………………………………….4
* Georgi’s personal reflection…………………………………………………………………………………….5
* Danilo’s personal reflection……………………………………………………………………………………..5

1. Waterfall mythology ………………………………………………………………………………………………………6

Working process

First of all, we sat together as a team and discussed the possible features that the client provides us to implement. For that, we threw some ideas that could be used in the app after brainstorming and creating mind maps. After that had been done, our team leader divided the work based on each member’s own preference and with what they were comfortable to work on.

Every week we had team meetings with the client and the tutor to check how our work was going, moreover, if there were any obstacles to be figured out. We worked quite nicely as a team, and we managed to cooperate with each other as one fully fleshed team.

Overall, the intermediate version of the product turned out to be quite nice and working almost perfectly, even though we had a lot of bugs and some problem with the team communication, it couldn’t divert us from our goal, namely, to introduce you one of the best projects!

Personal reflection

Stoil -

For starters, to be a team leader didn’t happen to be as easy as I thought it would be. You should start thinking not only for yourself but for all your teammates and the final product that is going to be presented. Moreover, you should conduct all of the workflow on the team and be aware of what is happening in it all the time and also be able to solve the problems that might occur.

However, I really enjoyed the time spend with this team and I am happy what we managed to achieve together. Because no matter how good your technical skills are you should develop new set of them, namely communicating, understanding, and cooperating. A valuable skill set that can be achieved only by teamworking.

Personally, I tried to ease a bit our team by helping each one of them to develop their feature and create my owns. Moreover, after the past 6 weeks of the project my team and I receive new reinforcement in the face of Georgi who happened to be valuable member of our team.

In conclusion, there is a lot of work to be done, however, it will be managed with ease by my team and I.

Martin –

In the first 6 weeks of the project, I managed to learn a lot and improve on my mistakes from semester one. I’m talking mainly about code structure and good coding practices. I managed to cooperate well with my team and work together and on my own on different features. I did come across many bugs, but they helped me learn how to avoid them.

The main thing that I want to improve is probably time management. Even though I have been on time with everything, I think I can work more efficiently. I’m looking forward to continue working with my team and our new addition to the team – Georgi

In the end of the day, I think we are doing well currently with our team, and we will be looking to improve our performance

Radolina –

During the last 6 weeks my group and I have been working on creating a software solution for a zoo management. Throughout this project I got the opportunity to enrich my skills in different ways. I got to train my communication skills and learned to validate other people’s opinions and ideas. I also learned how to manage my own time towards my teammate’s schedules, in order to have a synchronized way of work during the whole project. Also, I learned how to cope with project problems and how to find the most adequate way to solve them.

Moreover, I got the opportunity to use my theoretical knowledge and put it to the test. By having the problem presented to us, my teammates and I really took our time to discuss the possible solution and our priorities for the upcoming weeks. We also had to practice our professional skills, which our group will focus on improving during the following weeks, as well as our code quality, so it reflects our work as a team.

Finally, thanks to this assignment I got the opportunity to learn a lot of new things, as well as to stay persistent throughout the project and to work on the best solution to meet the expectations of the client.

Georgi –

Personally, I find these past weeks for extraordinary, because in the beginning I started in a group of three, but later on the other two colleagues left me alone to work on the project. It was a bit challenging, but I still managed to finish my part. Now I am being a part of a new group, where everybody works equally, we help each other. In the beginning it is always hard to adapt to new methodic of work, new groupmates but I am glad it happened like that, this change was good for me because although I am a re-taker of semester 2 and I have already been through it, with my new group members I learn a lot.

Danilo –

Journey so far was fine. At the beginning we had some communication problems but I think as time passes we are getting better at it. So far our team has managed to fulfill many functional requirements, we now should be focused on polishing existing features, adding remaining functional requirements, and fixing some minor client remarks such as making more readable fonts and applying similar Graphical User Interface style to a forms. Furthermore we should automatize things that could be automatically done, finish and add our diagrams to a documentation, and refactor things that could implement newly learnt skills or principles. This tasks could sounds a bit scarry at first, but I am sure that with good teamwork we should be able to get over these obstacles! These things only applies to a desktop application, Web app is yet to be made… We’ll see what kind of additional features client might be wanting from us in this app.

Waterfall methodology

For the first six weeks we used the Waterfall approach that consists of a linear progression from beginning to end of a project. This methodology relies on carefully planning things ahead, detailed documentation, and consecutive execution. To be honest, we tried to follow this approach as strictly as possible, however, sometimes we had to to take a step back and re-design partially our solution in order to please the client’s requirements.

Pros:

Clearly established structure and vision for the end product. A step must be completed before moving to the next one. Furthermore, due to documentation that this approach requires it is easy to familiarize new members or the ones that missed some part of it.

Cons:

Makes new changes difficult to implement due to everything having to be planned ahead. Excludes the client and the end user because the methodology focuses on internally helping the team work to be more efficient. Delays testing after the implementation of the solution.