



EDCampus

Liam ANDRIEUX, Kévin COSOTTI, Lucas DREZET & Roman REGOUIN

Context, subject and goals



- Online platform of project management for teachers, students and companies.
- Bringing our contribution by :
 - Correcting reported problems
 - Adding new features
- The goal is to bring our contribution to the best of our abilities and try new technologies

EDCampus

ACCUEIL MES PROJETS CLY DON Rechercher

MES PORTEFEUILLES

REJOINDRE UN PROJET GRÂCE À UN CODE

UE-PROJECT-2021 REJOINDRE CE PROJET

Rechercher un projet ... VOIR TOUS MES PROJETS

- ★ DÉFI+ - MARC DE CAFÉ
- ★ DÉFI3 - BOIS ÉNERGIE
- ★ TESTPROJETINDEPENDANT

ACCÈS RAPIDE

- Ajouter un projet
- Nouveau portefeuille
- Mon profil
- Mes groupes

2022

Jan	Fév	Mar	Avr	Mai	Jun	Jul	Août	Sep	Oct	Nov	Déc
Lundi	Mardi	Mercredi	Jeudi	Vendredi	Samedi	Dimanche					
		1	2	3	4	5	6				
7	8	9	10	11	12	13					
14	15	16	17	18	19	20					
21	22	23	24	25	26	27					
28	29	30	31								

Obtenir de l'aide

FLUX D'ACTIVITÉ

Rechercher une activité x RECHERCHER

Équipe A

Alain Verse a créé l'événement HackTonCampus

21/01/2019 17:30

Project management

- Agile Scrum Methodology :
 - 1 week Sprints
 - Sprint retrospective meeting (advancement/troubles)

- The Team:
 - Product Owner : Anthony GEOURJON
 - “Project Manager” : Lucas DREZET
 - Scrum Master : Roman REGOUIN
 - Contributors : Liam ANDRIEUX, Kévin COSOTTI, Lucas DREZET, Roman REGOUIN (*and Anthony GEOURJON*)

Tools

- Gitlab for code centralization
- Kanban Gitlab for Agile monitoring
- Communication: Discord and weekly reunions

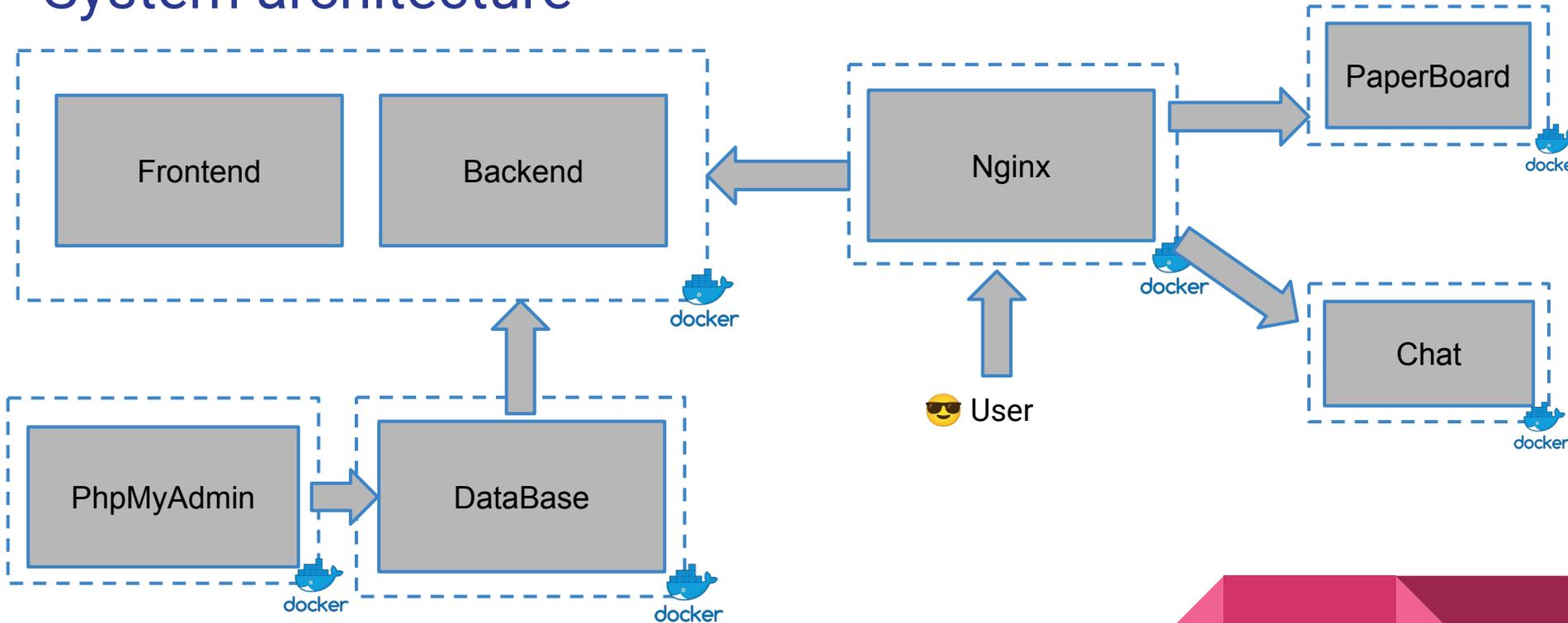


Workplan

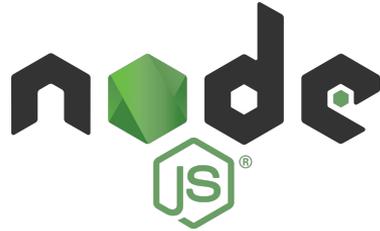


A screenshot of a Next.js Sprints board. The board is divided into five columns: 'Next Sprint', 'Good First Issue', 'To Do', 'Doing', and 'To review'. Each column contains a list of tasks with their titles, IDs, and status icons. The 'Next Sprint' column has 6 tasks, 'Good First Issue' has 5, 'To Do' has 6, 'Doing' has 7, and 'To review' has 5. The board also features a 'Bugfixes' column on the far right with 2 items and a 'Closed' column with 275 items. The board is titled 'Open' on the left and 'Closed' on the right.

System architecture



Technologies

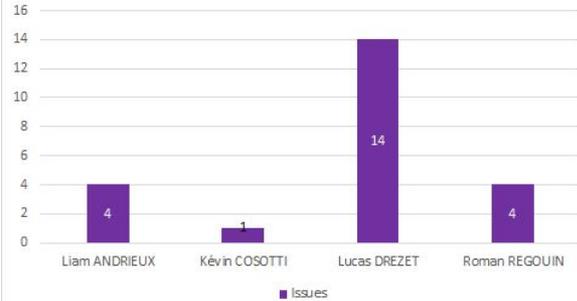


Technical achievement

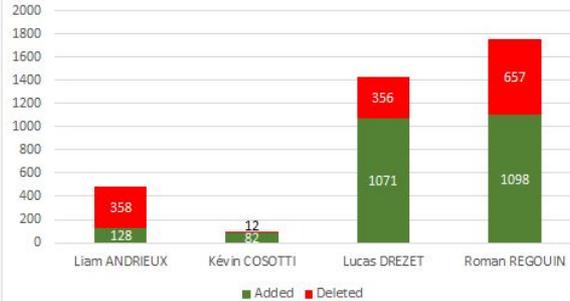
- 23 issues
- +4 bugs fixed(file preview, toast...)
- 5 added features(WYSIWYG editor, search in documents...)
- 7 upgrades(forms, confirmation popup before sending mails...)

Distribution

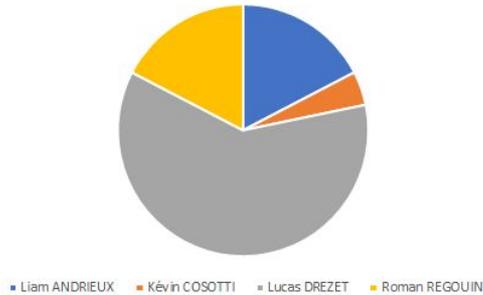
Amount of issues per person



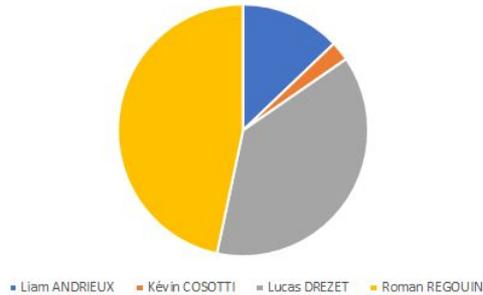
Added and deleted lines per person



Percentage of completed issues



Percentage of modified lines



	Liam ANDRIEUX	Kévin COSOTTI	Lucas DREZET	Roman REGOUIN	Total
Ajoutées	128	82	1071	1098	2379
Supprimées	358	12	356	657	1383
Total	486	94	1427	1755	3762
Pourcentage	0,129186603	0,024986709	0,379319511	0,466507177	1
Issues	4	1	14	4	23
Pourcentage	0,173913043	0,043478261	0,608695652	0,173913043	1
Commit	9	1	44	36	90
Pourcentage	0,1	0,011111111	0,488888889	0,4	1

Project cost

Results

Software Development (Elaboration and Construction)

Effort = 7.6 Person-months
Schedule = 7.0 Months
Cost = \$43137

Software Labor Rates

Cost per Person-Month (Dollars) 5657

Total Equivalent Size = 2379 SLOC
Effort Adjustment Factor (EAF) = 1.00

Acquisition Phase Distribution

Phase	Effort (Person-months)	Schedule (Months)	Average Staff	Cost (Dollars)
Inception	0.5	0.9	0.5	\$2588
Elaboration	1.8	2.6	0.7	\$10353
Construction	5.8	4.4	1.3	\$32784
Transition	0.9	0.9	1.0	\$5176

Conclusion - Encountered difficulties

- Poorly documented code ;
- Setting of a Backend debugger on WSL (Windows Subsystem Linux) ;
- Installation problem and slow connection which greatly impacted the backend development with debugger ;
- Composer problem for some packages (still unexplained) ;
- Lack of motivation for some members ;
- ECOM Project at the same time (compared to other years).

Conclusion - Personal contribution

- Learning of new technologies ;
- Satisfaction of having been able to bring our help to a concrete and sustainable project ;
- Acquired skills : review of existing code created by other people, mastery of a new IDE and debugging environment.
- Example of a real project and not an academic one: the code is not perfectly clean and we don't start from scratch.

Conclusion - Future

- Implement functional CI/CD , coding rules, add some more documentation for the code ;
- Some parts of the project are too hard to maintain as is or are not used anymore, thus restarting something from scratch would be simpler ;
- Assess the application : obsolete code, used, not documented and maybe have a person working full-time to update the application, even if it means pausing the development and/or the use of some features.

Demonstration

[Sending mails](#): send mails when adding a member to a project and to a portfolio; when sending a message to the members of a project/portfolio.

[File preview](#): preview of the files whose format is taken into account (PNG, xlsx, pdf) and not taken into account.

[Search in the Files section](#): use the search bar in the Files section of projects and/or portfolios to search for links, files and folders.

Annex

