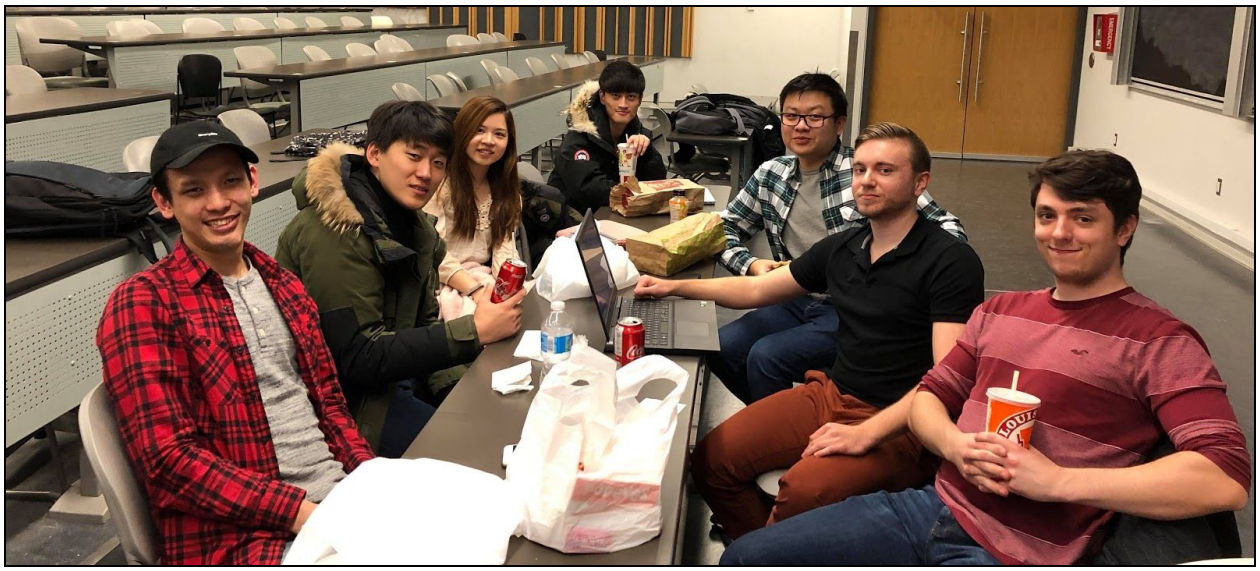
CSCD01: Project Deliverable 1

(Last Updated: 2018/01/27)



Team Name: The Large Software Developers (LSD)

Team Overview:

We are a hard working team of developers that have come together to put our programming talent to the test. Many of us are nearing the end of our time here at UTSC, and can consider this term project to be a culmination of the skills we have learned thus far. We are all very familiar with the ins-and-outs of working on software projects, gained both from our studies in-class and having practiced in real world industries. Every member gets along well, and we are always ready to help one another over the course of this project. Overall, our team expects to learn a lot this term, and also create some meaningful software in the process.

Strengths:

- ★ An abundance of diverse work experience, including project management, mobile app development, web programming, and more.
- ★ Already familiar with each other and have taken courses with the same group of people.
- ★ Friendly team environment, enjoy making casual jokes and conversation. We are all funny :)
- ★ Highly motivated, accountable, and dedicated to producing quality work.

Goals:

- ★ Keep up excellent team communication throughout the entire project.
- ★ Meet due dates and deadlines on time, for every deliverable.
- ★ Ultimately, submit a feature/bug fix for matplotlib that is accepted into the production build.
- ★ In general, work efficiently together and be able to generate new features and bug fixes regularly.

INTRODUCE THE TEAM MEMBERS

Team Member: Alex Cavanagh
GitHub: https://github.com/AlexCav
Team Role: Scrum Master

Biography: Student of co-op computer science at UTSC in the entrepreneurship stream. Formerly a developer of the Rouge National Urban Park mobile app project, which was made in partnership with UTSC's the Hub. Officially launched in October 2017, this app allows users to explore Canada's first national urban park using GPS-based, real time push notifications.

Also worked as a VR developer at CAMH, creating 3D environments for the Virtual Human Project. This software is still in use in clinical trials involving motivation in patients with schizophrenia. Enjoys cooking, programming, hot sauce, as well as picking things up and putting them down again.

Team Member: Ryan Chan
GitHub: https://github.com/rh-chan

Biography: Hi!! I'm a Computer Science student currently enrolled in the University of Toronto. I am expected to graduate this April and am hoping to develop something amazing before I leave.

I have previously interned as a software developer at Environment Canada and iMusic Tech, which is a startup in Hong Kong, developing applications in Java and Swift respectively. Furthermore, I like to familiarize myself with the latest technologies, typically in web development and machine learning. Even though I am keeping my options open, I hope to find a career in these new growing and fascinating fields.

In my spare time, I enjoy playing video games, such as League of Legends, with my peers, and attending social events. I am also very invested into graphic design, designing posters for various school clubs and websites for friends and myself.

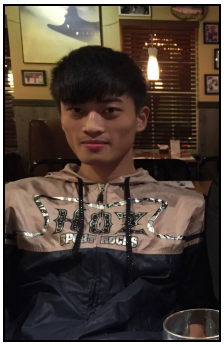
Team Member: Jian Qiang (Ronnie) Huang
GitHub: https://github.com/ronnh

Biography: I am Computer Science student currently studying at the University of Toronto. I am planning to graduated in April of 2018. I previously worked at Scotiabank and the registrar office here at the UTSC where i developed web applications in C# and PHP respectively. During these two work terms, I have gained vast knowledge in web development. I have also worked as a mobile application developer at CAMH where I utilized my CSCB07 knowledge into developing a Java Android Application.

In my spare time, I enjoying conversing and assembling computers from its various base component parts. Furthermore, I enjoy playing video games and numerous physical activities with my peers.

Team Member: Derek Etherton
GitHub: https://github.com/derek-etherton

Biography: I am a computer science student at University of Scarborough in my last semester of study. Formerly, I was a mobile app developer for Parks Canada for eight months, and CAMH for four months. At both companies, I built interactive, location-aware apps from the ground up in very intimate teams of two to four students. Through this, I've become fairly specialized in Android development, particularly focusing on GPS technology, having built out three professional projects which utilize real-time GPS push notifications. I'm a passionate gamer, in love with the game of Go and currently grinding PlayerUnknown's Battlegrounds, where I am a top 100 player in North America.



Team Member: Jianchao (Jay) Xu
GitHub: https://github.com/chao00440

Biography: Hi, I am currently a Co-op Computer Science student at the University of Toronto Scarborough in third year. My expected date of graduation is on May 2019. I was a Web Application Developer at Caseware International Inc.(full time for 1 year and part time for 9 months). The main part of my job is using GWT with languages such as JAVA, CSS and HTML to maintain and add new features to one of the web applications(Analytics) on the CaseWare Cloud platform. In order to gain more working experiences, I am planning to have another work term for 4 months before graduating. I enjoy playing basketball and video games in my spare time.

Team Member: Yi Lin(Cathy) Luo
GitHub: https://github.com/qsaet
Team Role: Scrum Master

Biography: Hi there, I am currently a Computer Science student at the University of Toronto Scarborough. I'm planning to graduate April 2018 specializing in the Information systems stream. I used to be a business student at UW but discovered my interest in CS during my first year of university. I decided to transfer programs and ended up at UofT. I've previously worked at ATS automation as Finance co-op and the Ministry of Education as a Architect Analyst. Still possessing a passion in business, my past work experiences included jobs that included both aspects of computing and business. I also wish to pursue a professional career in these two fields after graduation. I enjoy travelling and swimming during my spare time.

Team Member: Kyung Hun (Ryan) Lee
GitHub: https://github.com/bestlkh

Biography: I am Computer Science Co-op student studying at the University of Toronto Scarborough specializing in the Software Engineering Stream. I am hoping to graduate this coming June of 2018. Previously I have worked at Ontario Teachers' Pension Plan as a QA for 8 months developing automation tools for regression testing and then went to Royal Bank of Canada for 4 months working as a Scheme developer for Customer Relationship Management Program. I have also been TA for several CS and math courses during both my study and work terms.Besides work, I enjoy playing computer games during my spare time, playing drum and musical instruments.

TEAMMATE AGREEMENT:

How is communication going to be done?

In person or via Slack, Messenger, and Text.

- Weekly meetings (sprints, etc) will be at 5pm or 6pm on Mondays before D01 lecture. (< 30 mins)
- Daily Scrum on Messenger every day at 2pm (< 10 mins)
    - Each team member should report on what they finished that day, what they plan to finish the next & any problems they've run into (if any)
    - Team members should state what git branch they are working on, which will be tracked and monitored by the Scrum Master(s).
    - Any commits being made that day should be noted during daily scrum so that code review can happen faster and any single commit doesn't get forgotten.

Hours dedicated to course per week?

6 hours per week.

- This includes daily Scrum, weekly sprint meetings, and dev time.
- Total amount of time put in per person can be verified at daily Scrum and/or by given user story completion progress.

How long do we allow for response time?

High urgency requests:

- Texts or direct messages should be responded to within 1 hour.

Moderate urgency/ casual requests:

- Using Slack or Messenger, response should be within 3 hours.

Black-out time:

- 12 AM - 10 AM, applies to both urgencies; no responses required during this time, but common sense dictates you should respond if you are available.

Conflict Resolution

Deadlines not being met:

- Revisit expectations and/or try pair programming.

Individual not putting in req. hours:

- Bring it up one-on-one with the individual, and if necessary set up specific hours for some teammates to work on the project together in-person

Misc. Disagreement:

- Disagreements among the group can be brought up on Slack or in person, the team does not move forwards until a consensus is reached.

General Guidelines for mitigating/avoiding major conflicts:

There should always be communication.

- Always be posting stuff in Slack especially if we are:
    - Stuck on something and need technical help.
    - Having difficulty in understanding a feature.
    - Stuck on deliverable guidelines and need clarification.

In addition:

- If there is a programming or design issue, direct messaging (text, Messenger) or mentioning in Slack will do.

- If it is a big technical/design decision that requires the team, Slack will do for communication, however everyone should be on board if we are making a large group decision.
- If it is a teammate issue, see conflict resolution section above for procedure.

Agreement Violation

- A one time strike is allowed for trivial violations (e.g. not putting in the required hours for a certain week).
- Repeated violations will be brought up in weekly meetings, perhaps with TA.

Other:

- Terms of the agreement can be changed if every single person is okay with making the change.
- DON'T BE AFRAID TO SAY IF YOU ARE STUCK ON SOMETHING. COMMUNICATION IS KEY!!!

DEFINITION OF DONE *(Updated to include Deliverables and Testing)*:

DoD for Story:

- All specifications of the story are satisfied
- Code is documented/commented where logic is not self-evident, and Docstrings exists for all functions made
- Testing has been done by the programmer themselves
    - For simplicity, a testing .py file will be made for each deliverable
    - Provide a simple test case to prove that the changes made are functioning without error
- Code review
    - For **code review**: Changes are made through a GitHub pull request that is only accepted once at least two team members review the code
    - If code is rejected, the rejector must provide adequate reasoning and it is up to the requestor to revise the code
    - Code should be reviewed and accepted/rejected during the same day (preferably within 6 hours, outside of blackout times).

DoD for Feature:

- All user stories are shown to have satisfied their respective DoD
- Code has been tested by each respective developer, and proof of testing is available for each story
    - Test cases given and succeed for each story related to the given function
- Comments/Docstrings are shown to meet/exceed all standards of MatPlotLib, and are in the appropriate style.
- Formal code review has taken place
    - Involves all group members, each section of code is reviewed and testing is confirmed by a new developer (one who did not program the feature in question)
    - Can be done in person, or involve screen sharing.
- Second Code Review
    - Considered a "cleanup" code review, for changes made during/after formal code review

DoD for Deliverable

- Formal code review has been completed for all features being delivered (see above DoD for feature for more details)
- Final confirmation that code has been tested
    - Every developer signs off that they have the testing .py file on code they have written
    - The final test file has been reviewed and approved by all developers.
- All literature and documentation has been reviewed, edited and spell checked by at least two or more members of the group before final submission

SIGNATURES: