

DELIVERABLE 1



Team_01(GitHub)
Anson Feng
Jesse Zhang
Jiawei Qiao
Vanessa Pierre
Yolanda Su

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INTRODUCTION: TEAM ENTERPRISE



GOALS

Team Enterprise's primary goal is to contribute their skills to create an application platform that is innovative, scalable, and intuitive. All published code will be peer reviewed to ensure they meet quality expectations. Throughout the process, Enterprise hopes that all its members will collectively mature to become more experienced software engineers.

Enterprise's non-technical goals include maintaining a diligent work ethic and group harmony throughout the semester. Specifically, the team hopes that all members will get along and treat each other with mutual respect.

STRENGTHS

Technical Strengths

All members of “Enterprise” have prior experience in designing and developing software, moreover some of us have deeper experience in team working with large teams; these experiences would make sure Enterprise can successfully perform a perfect product to the client(s). Jesse just returned from working on web projects with large team Public Services and Procurement Canada; Jiawei has solid experience with back-end development and projects; Yolanda has prior experience working as a QA Automation Engineer; Anson also has experience in real-world software development; Vanessa has experience on both front and back end as well as relational databases such as MySQL.

All members of Enterprise are able to code creatively and write documents professionally, which enables Enterprise to assure the quality of the final product; All members have excellent experience with team working and communicating. These experiences and ability allow that Enterprise would have a harmonious atmosphere and high efficiency.

TEAM MEMBER BIOGRAPHIES

Anson Feng



This is **Anson Feng**, A third year undergraduate student of Computer Science program software engineering stream in UTSC. Strongly experienced in language C, Java and Python, and he is still deeply learning and discovering new knowledge in those languages. He also has some experience in Android and Kotlin.

He used to be a Scrum Master of a team on CSCB07 and work on a group project. During the course time, he worked together with his teammate and successfully presented a good product. Also, he left a great impression on both TA and his teammates.

He has solid problem-solving skills and excellent team working experiences. He is hard-working, creative, motivated, easy-going, and eager to help as much as he can. He loves doing challenging algorithms and design problems as well. When he faces a problem, he would try to solve it using any methods himself and never gives up once. Sometimes he will also collaborate with teammates to solve the problem together easily.

He is looking forward to working together to perform a successful product to our client.

Jesse Zhang



Jesse Zhang is a third year Computer Science student in the software engineering stream with an interest in artificial intelligence and automation. He is competent in the programming languages Python, Java, and C. He also has some experience in HTML, CSS, and JavaScript.

Jesse just returned from a Junior Developer position at Public Services and Procurement Canada. During his work term,

Jesse worked with a large team and performed excellently on multiple projects. One such project included creating accessible and W3C compliant websites by writing scripts which parse through sensitive protected-B information. The resulting webpages, the Public Accounts of Canada 2019, were completed ahead of the deadline and passed through all layers of QA successfully.

Jesse is very excited to be part of the CSCC01 team and is looking forward to working together with his teammates to create something incredible.

Jiawei Qiao



Jiawei Qiao is a third year Computer Science student at University of Toronto Scarborough. His interests are in software engineering with a focus on back-end development. He is familiar with Python, Java, C, C++ and also has some experience in front-end development with HTML, CSS, JavaScript skills. He is seeking this term and is currently working on several personal projects trying to fulfill his experience. He is in favour of programming contests and algorithm design as he loves doing codeforces and leetcode as these problems can make him think deeply.

Outside academics, he has many hobbies such as soccer, video games, movies, photography and video clipping. He was the marketing director of CSSA, an official club of UTSC and was responsible for video, poster, all kinds of design and web development based on WordPress.

He is looking forward to working with his teammates and satisfying the client successfully.

Vanessa Pierre



Vanessa Pierre is a third-year co-op student who specializes in the software engineering stream at the University of Toronto Scarborough. She has interests in machine learning and computational theory. She also enjoys solving programming problems and puzzles while trying to optimize their solution.

Vanessa has gained experience in both front and back end development. She is proficient in Java, C, python, HTML, CSS, and JavaScript. She also has experience working with relational databases such as MySQL. Vanessa is also currently working on several side projects to improve her knowledge of both IOS development and web development. Some of Vanessa's non-academic hobbies include horse-back riding, photography and hackathons.

Vanessa is looking forward to working together with her team to create a software that will satisfy their client.

Yolanda Su



Yolanda Su is a second year computer science co-op student at the University of Toronto Scarborough. She is currently in the Software Engineering stream of her program, and has a passion for solving common problems in creative ways through her skills in programming and software development.

Yolanda is proficient in Java, C, C#, and Python, and has worked as a QA Automation Engineer in her last co-op term. Her main strengths lie in creative problem solving, organization, and attention to detail, and she also has experience working on software products in both front-end and back-end capacities.

Yolanda's current goals are to mature her skills as a developer and to expand her knowledge throughout the various fields of study that fall under the computer science umbrella in her courses and free time. She hopes to be able to develop continuously improving solutions for clients through the innovative combination of different areas of knowledge together with her teammates.

TEAM EXPECTATION AGREEMENT

We accept the guidelines shared below and intend to fulfill them.

Digital Signatures:

Jesse Zhang
Anson Feng
Jiawei Qiao
Yu Heng (Yolanda) Su
Vanessa Pierre

Communication

Method Of Communication

The team will primarily communicate through Slack since the platform is easily accessible to everyone and convenient to use. For more urgent situations it will be permissible to text or call team members.

The team will also use Microsoft Teams for video meetings with the TA, but may choose to use Zoom for team only discussions.

For urgent correspondence, we have included each team member's phone number.

Jiawei: 437-982-0103

Anson: 647-469-7998

Jesse: 647-231-8777

Vanessa: 647-923-8715

Yolanda: 647-230-0750

Communication Response Time

After discussion, it has been agreed that the members of Enterprise should frequently check Slack for new messages. Members are expected to respond within 4 hours between the times of 9:00am and 8:00pm, including on weekends.

Exceptions can be made for members with valid reasons (e.g. doctor's appointment, accidents, exams, etc) but they will try to let the team know ahead of time.

Meetings

Meeting Attendance

It is vital for each team member of Team Enterprise to diligently attend scheduled meetings because each member is critical to the team's success. As such, meetings are mandatory except when a member has a valid reason. Team members who need to miss meetings are expected to notify the team in advance. Team Enterprise members have agreed to a "two strikes" rule which states that any member who misses more than two meetings will receive a lower peer evaluation at the end of the project.

Meeting Times

Meetings will be held at least twice a week online. The team meeting will occur on Wednesdays at 6:00pm, and the TA meeting will occur on Thursday at 6:00pm. Extra meetings may be collectively planned depending on workload through the course. Meetings are estimated to take under one hour.

Taking Minutes

The team member who takes notes should upload the notes online so they become accessible. Different members can take turns doing this task if note taking is too much work.

Cooperation

Submitting Work

Team Enterprise will strive towards the goal of completing work ahead of time. At the minimum, assignments (including deliverables) are expected to be fully complete, peer reviewed, and submitted 24-hours before the due date. The 24-hours after submission is intended as backup grace time in case a last minute bug is found.

Code Review

Team Enterprise's goal is that all submitted code will be peer reviewed among members to ensure quality and consistency. Team members may take turns conducting review or split into groups depending on the situation.

Conflict Resolution

Team Enterprise's goal is to maintain a friendly and supportive environment where no drama happens and no one is left behind. As such, it is expected for each member to make an effort in being friendly and to treat others with respect. In the unlikely scenario that conflicts arise, members not involved in the conflict should step in to mediate. Each person should try to think from the other's point of view and come to a peaceful compromise. Conflict resolution is very important to the team's progress and success.

Contingency Planning

If any team member decides they wish to drop the course, they are expected to notify the team and instructors as soon as possible. They will also share the work they have completed so far with the rest of the team and courteously give a briefing to the person taking over their work.

Academic Integrity

Members of Team Enterprise agree that the code they write is their own and not plagiarised from another source. Plagiarism will be reported to the instructors promptly.