



Leap C

Luke Zhang, Evan Ng, Anthony Alaimo, Pravinthan Prabakaran,
Chi Jian Hsu



Team Introduction

Goals & Strengths



- Software development methodologies (agile development)
- Software development infrastructure
- Collect requirements, prototype and manage basic projects
- Model and architect basic software
- Design patterns, OOD and verify/validate code

- Data structures, algorithms and OOD
- Able to learn any new language or framework
- Enthusiastic about software development
- Willing to take risks
- Proficient in Java, Python, Git, JavaScript and more





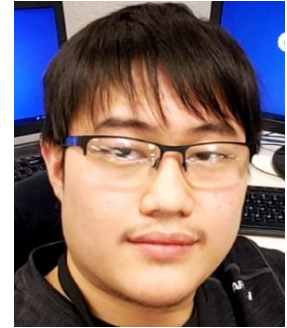
Team Members

Luke



- 3rd-year UTSC student (Computer Science, specializing in Software Engineering)
- Leadership skills such as organizing requirements into manageable parts and then delegating them to team members
- Expert in Git, Python, Agile, and API usage
- Familiar with C, functional programming, Java, and JavaScript
- Easy-going but detail-oriented
- Likes to have fun doing a project, but leaves no room for ambiguity
- Persistent in making sure the project delivered is what was intended

Evan



- 3rd-year UTSC student (Computer Science, specializing in Software Engineering)
- Enthusiastic: loves to problem solve and learn
- Coding since high school and proficient in Python, Java, C, and SQL
- Work experience in agile workflow
- Detail-oriented and loves feedback
- Strengths lies in his friendly leadership and purposeful control with many leadership experiences from university projects

Anthony



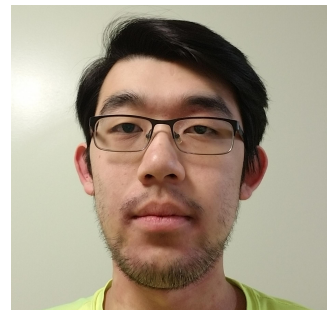
- 3rd-year computer science student, currently enrolled in the software engineering specialist stream
- Passion for coding ever since my first computer science class
- Always looking for new ways to challenge
- Experience with Java, C and python
- Strengths include positive under stress, problem-solving, teamwork, and communication

Pravinthan



- 3rd-year UTSC student (Computer Science, specializing in Software Engineering)
- Has a passion for designing and developing software since his early high school days
- Developed skills for over 5 years
- Strengths lie in his deep technical background and strong leadership skills
- He is currently an expert in Java, JavaScript and its related frameworks and libraries (Node.js, Express, Angular), SQL/NoSQL and Git

Jeremy



- 3rd-year UTSC student (Computer Science, specializing in Software Engineering)
- Began coding in high school where he discovered his enthusiasm for computer science
- Proficient in C and Java and have experience with Python and SQL
- Some experience in web development (HTML, CSS and JavaScript)
- Great team player, listens to everyone, provides constructive feedback
- Always ensures work is output to the best of his ability
- Enjoys exploring new technologies and challenges that can improve his development skills
- Always driven to be successful



Team Agreement

Communication and Organization



Being on the same page



How the customer explained it



How the Project Leader understood it



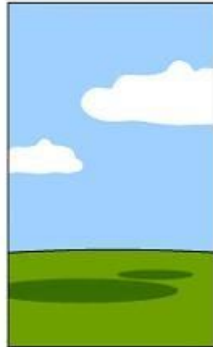
How the Analyst designed it



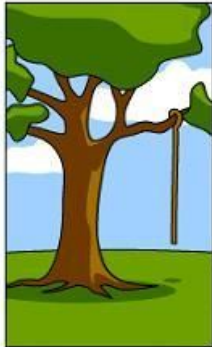
How the Programmer wrote it



How the Business Consultant described it



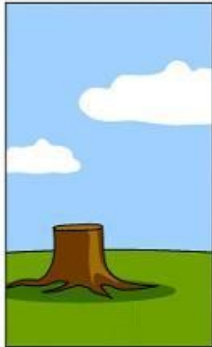
How the project was documented



What operations installed



How the customer was billed



How it was supported



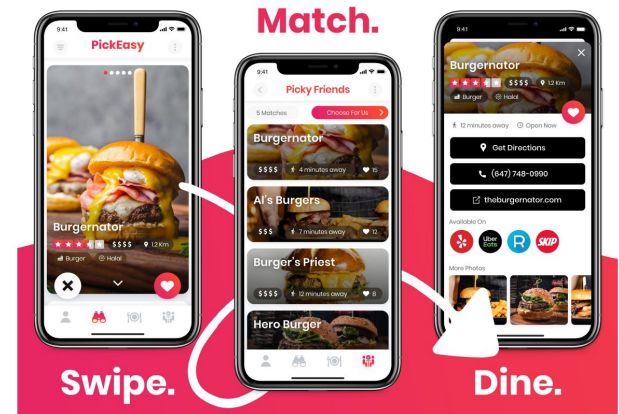
What the customer really needed



Project Selection

Why we chose this project

- We like the challenge of building on an existing platform and technology stack
- Flexible requirements breeds creativity
- This project has the best chance of succeeding due to its innovative nature
- Picking food between friends and family is a problem all of us encounter
- Very easy to brainstorm, design and develop new features
- Former C01 TA has first-hand experience in what we are trying to accomplish



Our plan to succeed

- Stay updated with weekly meetings
- Actively communicate with the project organizer
- Keep track of work with action items and prototypes
- Utilize resources and help each other
- Take advantage of our teams strong software development skills
- Work efficiently in an agile setting

