



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
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Project: STORM

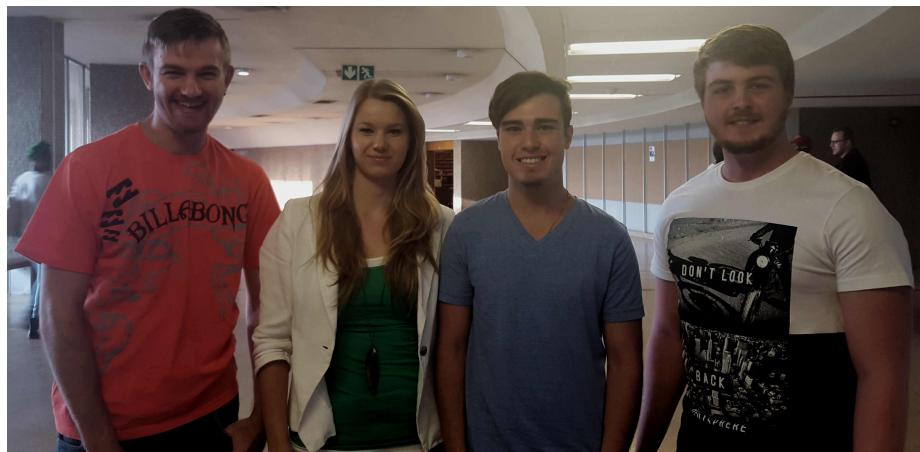
Client: Ms Linda Marshall

Team: A-Cube-N

Dunkley, Nathan	Grobler, Arno	Lochner, Amy
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1 The Team

1.1 Nathan Dunkley



Interests and Hobbies My interests include playing and watching sport, specifically motorsport (Formula One, World Endurance Championship), cricket, tennis and golf. I play tennis twice a week at a club. I also like to listen to music and read books as well as play games on PC.

Technical Skills I'm more of a follower than a leader and I'm good at getting on with work once the tasks have been delegated to the members of the group. I enjoy working on tasks that interest me and don't mind working long hours to get it done, once I've put my mind to it. I have some experience in multiple programming languages and I enjoy learning new skills when I can. I also enjoy solving problems.

Past Experience Minor experience in Android Development.

Non-Technical Strengths

- Fast Learner
- Willing to Learn
- Flexible

Motivation To do..

1.2 Arno Grobler



Interests and Hobbies My interests include collecting music, long distance running, painting and drawing, reading, computer games and obviously spending most of my days programming. Not only do I want to program as a profession, it is also a hobby for me. Integrating my other hobbies into my programming is my passion.

Technical Skills I pride myself in always looking for new skills and for me, learning a new technical skill is the best part of the experience. I enjoy making my projects look visually pleasing and spend as much time making a working, functional program as I do making it look good. I have good logical and problem solving skills and enjoy problems presented to me in computer science.

My technical skills stem from Mathematics and computer science, especially those skills from data structures and algorithms and programming logic.

Past Experience I have created static websites for companies before, my most recent one is (<http://bodytalkbethlehem.com/>) and (<http://honeydewpools.co.nf/>).

Non-Technical Strengths

- Eager learner
- Organised
- Good time management
- Good communication skills
- Creative

Motivation To do..

1.3 Amy Lochner



Interests and Hobbies My interests include music, classic cars, cooking, traveling, breeding Shetland sheepdogs. My hobbies include reading, playing piano, camping, 4x4ing, tennis, training my dog, mountain biking and horse riding.

Technical Skills I am good at determining functional requirements of a system. I can place myself in the users shoes, this is valuable when determining how the user will intend to use a system. I can follow business logic easily and I have experience in databasing, Informatics, Statistics, Mathematics, multiple programming languages and Human Computer Interaction.

team constantly progressing forward.

Non-Technical Strengths

- Organized
- Good at prioritising
- Team player
- Good leader
- Optimistic
- Quick learner
- Determined

Motivation I would like to do this project because after experiencing the 'rocking the boat' phase of COS 301 I find I have some ideas on how to better it. I think there are many areas which can be improved upon in order to ensure that 'rocking the boat' achieves all that it sets out to do.

1.4 Armand Maree



Interests and Hobbies During my off time I like to socialize with friends and enjoy watching sports. I also like solving puzzles to keep my brain active during holidays. Tutoring scholars and university students has become a passion for me. I always look forward to these sessions.

Technical Skills I am good at solving complex problems and building data structures. I believe this is a valuable skill to complete any project, especially in the field of computer science.

Past Experience I have developed websites for other start up companies and I also have a website of my own (www.codehaven.co.za). I also have some Android developing experience I gained from side projects.

Non-Technical Strengths

- Good leader
- Fast learner
- Team player
- Good communicator
- Passionate
- Problem solver

Motivation THIS SECTION IS PROJECT SPECIFIC

2 Project Execution

2.1 Development Methodology

We are planning on using the Agile iterative software development methodology. The reason we have chosen this methodology can be described through the benefits of this methodology:

- High degree of collaboration between the client and project team
- Allows clients to be involved throughout the project - this requires clients to understand that the work they will see is a 'work in progress'
- By using the idea of Sprints new features are delivered quickly and frequently
- Focusing on users needs results in each feature incrementally delivering value not only an IT component
- The breaking down of the projects into units allows the team to focus of high-quality development, testing and collaboration. Quality is improved by finding and fixing bugs quickly, and realising expectation mismatched quickly

more information on the benefits of this methodology can be found at: <http://www.seguetech.com/blog/2013/04/12/8-benefits-of-agile-software-development> This methodology will allow us to frequently display working progress of the desired system to the client. It will also allow us to have larger, but still manageable, portions of the work done between each meeting. We believe this is essential in order to make faster progress while still being able to make changes to the system should the requirements change. See figure 1.

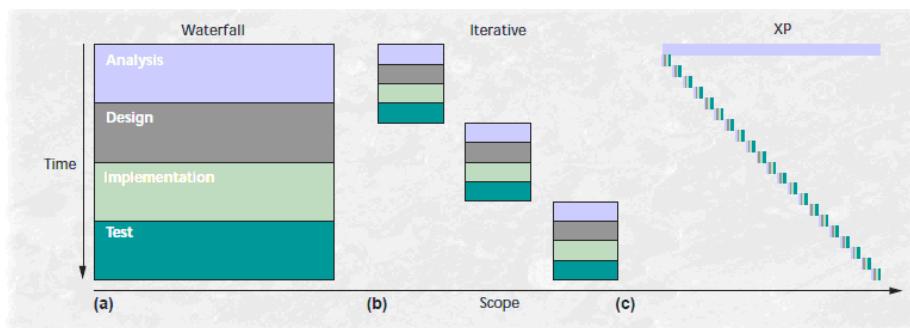


Figure 1: Waterfall vs Iterative vs Extreme Programming methodologies.

2.2 Client Updates

As the client of this project is Dr Linda Marshall who is employed by the university frequent face-to-face meetings could be arranged in order for Dr Marshall and developers (students) to discuss important milestones in the project, should it be necessary. Regularly updates (weekly or fortnightly) can be made known to the client via email. We could make use of a tasking system in which we set a number of tasks we wish to achieve and make this available to the client in order for them to monitor our progress.

2.3 Initial Ideas

2.4 Potential Technologies

2.5 Deliverables

On completion of this project, the following deliverables will be presented to the client

- a web interface
- all code
- detailed documentation of the code and how it works
- a user manual on how to set up and use the system in an efficient and effective manner