An Introduction: Send A

Deliverable #0:
Team Set Up
January 31st, 2020
Team Members: Suxin Hong,
Yuewen Ma,
Pratana Atikhomkamalasai,
Birathan Somasundaram

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Team Introduction

Team Goal:

We are a group of 5 CS students and we choose Send A as our group name . We all desire to learn new skills about how to contribute to an open source project so that we can expand our resumes with this experience. Collectively, all of us agree to strive to work on each deliverable. Our final goal is to get a mark of 80%+ in this project and hopefully gain more teamwork and programming experience in preparation for applying to full-time jobs in the future.

Team Strength:

We have a lot of coding experience both in and out of school. All of us have worked on Java projects and have also had experience with other programming languages such as Python, C, Angular (web frontend) and NodeJs (web backend). We are also familiar with using SQL and MongoDB for data management. Finally, we have previously used Git for version control and have experience with the AGILE development process as well.

Team Members Introduction

My name is Suxin Hong and I am a 4th-year Computer Science student specializing in Software Engineering. I work well in teams and I am good with discussing project details with teammates and contributing to the team. I have worked on many projects with group sizes ranging from 3 to 6 people and most of these projects followed Agile, so I am confident that I can take on either a leader or a follower role in this project. I have strong programming experience with Java from building Android applications for school projects. I also have experience with React Native and Spring boot using Firebase and Neo4j for both IOS and Android devices from a hackathon that I participated in. During the hackathon, I also got some experience with MySQL and SQLite.
As for web programming, I have experience with HTML5, CSS, Javascript, and Angular for front-end web development, Node.js and Django for backend and MongoDB, NeDB and PostgreSQL for data management. I hope my skills will help my team with building a great project.

I'm Yuewen Ma, a third-year Co-op student specializing in the Computer Science Software Engineering Stream from the University of Toronto. My CSCC01 project is a social software designed for people with similar interests. During this project, I learned about React Native for IOS and Android frontend. I also used Spring Boot, Fire-Base, MongoDB, and Neo4j Graph database for backend. Our project was very successful and achieved very good results.

I had an 8-month co-op work term in the past year. During my work term, I was part

of the development team in Beijing Peking University Software Engineering Co., Ltd I contributed to a system called Co-BOT. In general, Co-BOT is a C/C++/Java intelligent source code vulnerability Auto-scanning tool. During the period of writing the C/C++ checkers, I was not only familiar with the rules of the C/C++ language but also have accumulated a lot of experience writing Java. In the process of work, I also developed my communication skills. Some of my hobbies include playing table tennis, gaming, playing the guitar, and watching Japanese animations.

My name is Pratana Atikhomkamalasai. I am a 4th year student studying computer science specializing in software engineering at the University of Toronto Scarborough Campus. I have worked as a test developer at CaseWare International doing automation test for one of their account products and as an informational architect assistant at the Ontario Ministry of Education where I assisted information architects on data modeling. I am experienced in Python, Java, C, C# and SQL and comfortable with the Unix system and Shell Script. I am also familiar with computer science concepts such as Object-Oriented Programming, Systems Development Life Cycle, Agile Development and Test -driven Development. My school projects include a battleship game in Python using Pygame, an automated chatbot for fintech in Java using Apache Lucene and IBM Watson and Frontend Redesign of CODE-IT-HACKS website. I have taken a leadership role in these projects; this has improved my leadership and communication skills I.am a technology enthusiast especially in video game technology. In my free time, I design and code game prototypes using Unity Engine. My other interests are travelling, British post-punk and alternative music, Classical Literature especially romanticism and realism

Hello, my name is Birathan Somasundaram and I am a 4th year computer science student specializing in Software Engineering at the University of Toronto. Some of my hobbies include gaming, playing soccer and occasionally reading. I have also had previous work experience as a Scientific Programmer/Data Analyst during an 8-month co-op work term at Environment and Climate Change Canada (ECCC). During my work term, I was tasked with producing a web application for my supervisor, a radar scientist at ECCC, to analyze and display different types of large scale high-resolution radar and gauge precipitation products on an interactive map across Canada. It was developed to help aid in producing QPE (quantitative precipitation estimation) algorithms to better predict future weather events and improve forecasting, by being able to compare radar derived predictions to on-the-ground precipitation measurements. The application was successfully built using the MEAN stack (MongoDB, ExpressJS, Angular, NodeJS) and is now being hosted on a private network for certain ECCC meteorological staff.

My name is Anh. I'm a 4th year student at University of Toronto currently pursuing computer science and statistics, specializing in Machine Learning and Data Mining. I like coding cool stuff, making exciting software and competitive coding. I'm comfortable and have worked with software systems in C, C++, C#, Java and Python, as well as being familiar with Haskell, R. My academic experience also includes course work in Artificial intelligence, machine learning, and algorithm design.

During my free time, I enjoy solving algorithmic challenges, taking part in coding competitions and learning cutting edge technologies or frameworks that help me write better programs.

I hope to learn more about real world software development in this course and make contributions to the world of open source software. I am confident that the

experience so far would be beneficial to the team and that we would be able to deliver a high-quality open source product.

Team Agreement

Methods of Communication: We will use Discord to communicate online. Email will be used when needed (last resort to reaching out teammates).

Communication Response Times: The expected response time to Discord and Email should be within a day. When one member sends a message, a response should not be later than the end of the day (9 pm). For deliverable due days, a response should be within 2 hours on Discord. If a question is meant for a specific member or set of members, they should be tagged, so that they are notified on their phone/computer.

Regular Meeting Times: We will have a regular meeting in person on Wednesday 2 to 3 pm at BV 473 (if the lab has class, we will go somewhere else). And another online meeting through Discord every Sunday night at 9pm.

Meeting Attendance: For the regular team meetings, everyone must attend the Wednesday 2 to 3 pm meeting at BV 473, the online Discord meeting on Sunday nights and the TA weekly meetings. If one of the team members cannot come to either meeting, he/she must provide a reason at least 48 hrs ahead.

Running Meetings: The meetings will be conducted in person at school, and online through our Discord voice channel “D01”. Suxin is the delegate for recording down meeting minutes.

Meeting Preparation: We are all responsible to prepare for each meeting. The preparation should be about questions or ideas that were brought up from previous meetings so that team members can talk about solutions in the next stage of work . We also encourage team members to prepare for discussions about what was done, what needs to re-evaluated and what should be done next before the meeting.

Version Control Terms:

1. The master branch should be dealt with very carefully. No one should directly commit code to the master branch, other than documents.
2. Each team member should work on his/her own branches based on the assigned features and only merge into the master after testing and with at least one peer reviewer.
3. Log messages should be clear. The idea is to make sure other team members understand and know what has been changed when looking at commit messages.
4. Should not submit auto generated files like IDE files, we will use a .gitignore file that is agreed on by all members.

Division of Work: Suxin will be our team scrum master and project manager during the project. Yuewen will help Suxin to discuss the project task details so that Suxin can assign tasks to members according to their strength and preferences.

Submitting Work: Each member should check the group repository frequently to stay updated with the work progress. All deliverables should be handed in one day before the deadline of each sprint. If a member would like to submit work, the whole team needs to review the submission first. Also, everyone should inform members about what he or she did in each sprint to keep the team updated with each other.

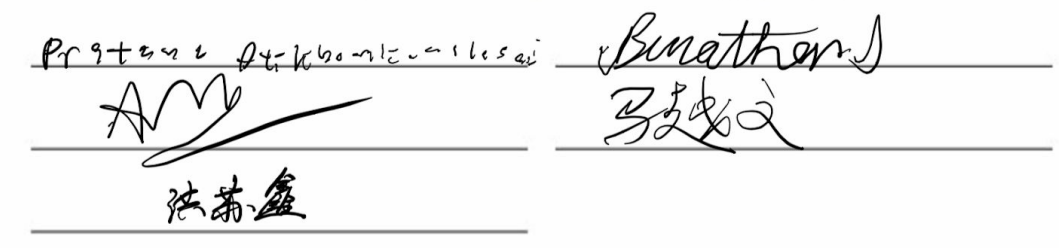
Contingency Planning: For the project, we all agree to work on an open-source project that uses programming languages that most of us are familiar with so that if anyone drops the course, work progress is not too affected. If this happens, we will make sure to inform instructors about the situation and seek advice. If anyone gets sick during a sprint, he or she must inform the team immediately so that we can re-assign the work among other team members.But if he or she is sick before a new sprint starts and cannot do much work in the coming sprint, we will not assign any task to this person. He or she still needs to catch up on the later work. If there is a team member who keeps missing meetings, or being academically dishonest, the team will contact instructors to seek help.

Other Agreement:

We agree to follow Google Java Style.

We agree to use Jira/Trello/Slack for the project management.

We accept these guidelines and intend to fulfill them (sign below):



Review the guidelines with your TA. Make a copy for the team and submit the agreement to the TA. In the event of team disagreements, you may be asked to show this form to your TA or instructor.