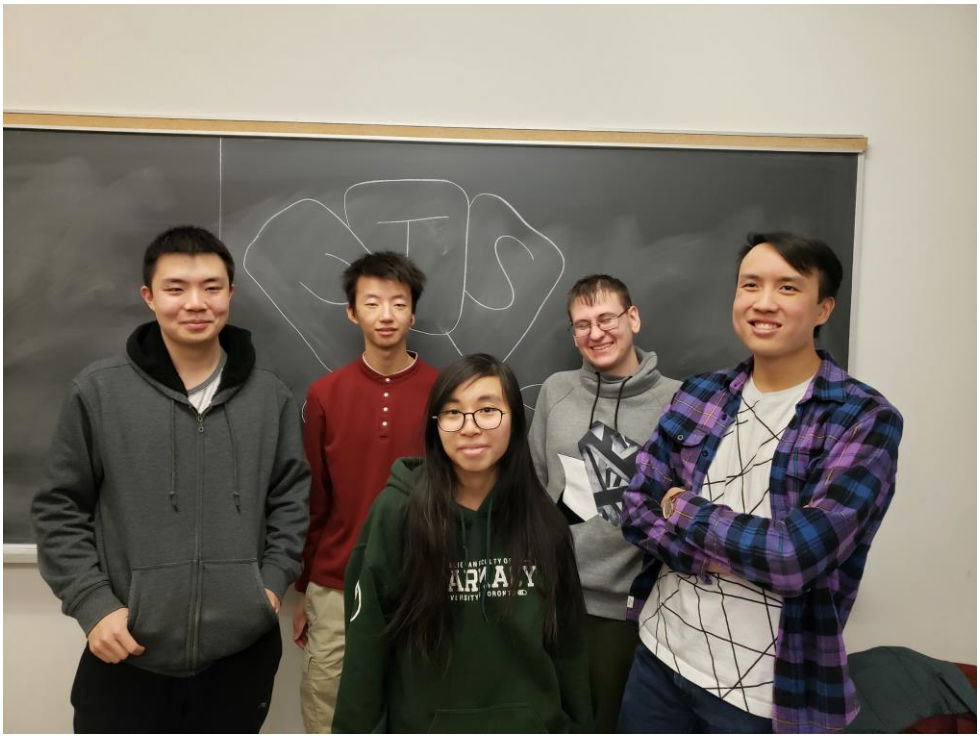
Name TBD

Team Introduction



All team members taking a break from card games at UTSCards to pose in front of a (crude) drawing of the club logo
From left to right: Julian He, Lintao Yin, Charmaine Yung, Mikhail Makarov, Austin Seto

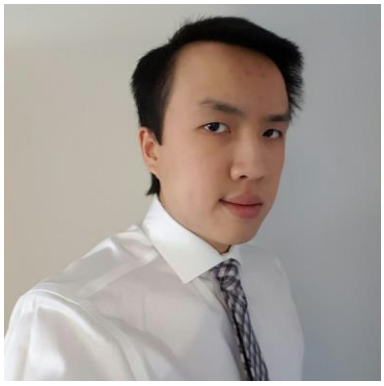
Team Introduction

Name TBD is a team of friends in UTSC's computer science program who met through the card game club on campus UTSCards. Their goal this semester is to improve their programming skills by making meaningful contributions to open source projects as part of CSCD01.

Their skills are varied with many members also doing other programs of study such as philosophy, astrophysics and statistics. They have experience in programming languages such as Java, Python, and JavaScript from their classes and work experiences at various companies such as the Ministry of Health, the Bank of Montreal, and the Ministry of Education.

Team Members

Austin Seto



Austin is a 4th year UTSC co-op student doing a double major in Computer Science and Astrophysics. Austin has worked with the Ministry of Health for a co-op job on a web application prototype's backend using Java and Spring JPA. More recently he has worked with the startup Illustrious Comics (recently rebranded to Taffy Comics) on their website backend using Node.js.

Austin was inspired to study computer science by a desire to create video games. His interest was primarily in strategy games. He is currently president of a trading card game club on campus - UTSCards - which he founded in his second year. While his interest in video games has waned, Austin still plans to take courses such as software engineering and computer graphics before taking a video game design course at UTSG in his 5th year, hopefully with team members from both his CSCC01 and CSCD01 groups! Over the summer of 2020, Austin plans to take a break from courses with a summer internship and to teach himself Unity so he can begin work on a card game concept of his own drawing inspirations from games he has played such as Magic: the Gathering and Slay the Spire.

Charmaine Yung

Charmaine is a 3rd year student studying Computer Science. She's been on two co-op work terms, doing lots of web development work in each of them. As a result, the language she's most familiar with currently is Javascript. However, being in 3rd year, she also has experience with other languages such as Python and Java.

The reason Charmaine decided to be in computer science is, like many others, because of a love for games. She wanted to be a game developer but as she entered university, she realized two things: 1) computer science is not at all the study

of how to program and 2) game development, as an industry, is a nightmare to work for. The first isn't a problem because it turns out she likes what it actually is anyway. The second, while a real shame, has made her realize that software development has many other interesting parts to explore. Now, she's taking all the courses that interest her to find what she's truly passionate about.

Julian He

Julian He is a 3rd Year Student doing a Computer Science and Statistics double major. His experience with Computer Science has mostly been academic and he is currently seeking a summer internship or job to gain more experience in the field of computer science. He has recently worked with Lintao Yin in his Software Engineering course to create an app that would allow users to plan a trip.

Julian's first experience with computer science was in his first year of university. He initially was attempting a statistics major and liked the computer science courses he took. This set him on the path he is on today. Julian has been teaching himself JavaScript and SQL to himself in his spare time and plans to do some projects over the summer should he fail to find an internship or job. Julian also spends his time applying for jobs, playing card games with Charmaine, Lintao, Mikhail and Austin at the card club Austin runs and doing assignments for school.

Lintao Yin

Lintao is a 4th year Computer Science Specialist student studying at the University of Toronto Scarborough. Introduced to the field by his father and taking it up to pursue a better understanding of his major hobby, gaming. He has worked as a both a QA Assistant and Junior Web Developer at the Ministry of Education over the course of 3 years. Angular is his web framework of choice and Express.js is his backend of choice. He is comfortable working with multiple cloud technologies such as the Microsoft Azure suite and is extremely familiar with Microsoft's Sharepoint in particular. Beyond this he has ample experience working with PostgreSQL and over 3 years experience with Java. Lintao Yin also has had leadership experience having guided 3 different groups of coops and numerous Hackathons such as the IBM Watson Hackathon and Hack the Valley 3. His current goal is to better understand computer security in order to pivot specializations into white hat hacking.

Mikhail Makarov

Mikhail is a University of Toronto student in his 3rd year studying Computer Science in the Scarborough campus, coming from his early interest in programming and simulations. His previous work experience primarily consists of internships at BMO in the Information Security division, where he assisted in performing security procedures on various assets in the company. Mikhail has software development experience in Java, Python, C, and Haskell, as well as knowledge of web development involving Javascript. In addition, Mikhail has experience with database programming mainly involving SQL-based databases such as PostgreSQL. His previous completed projects include a small-scale stock-market simulation, as well as academic projects to develop an SQL-style language for database queries and a data-storage and reporting tool.

In his free time, Mikhail takes interest in new technologies, esoteric languages, and club participation, such as the card game club where he met his team members. He hopes that the familiarity and experiences they've had together will improve group co-operation and co-ordination to create a successful project.

Team Agreement

This section contains justifications for the decisions made when writing the team agreement, which is contained in a different file.

Communication

Communication Members for each team member are listed below:

Name	Phone Number	E-mail
Austin Seto	9059020370	austin.seto@mail.utoronto.ca austinseto@gmail.com
Charmaine Yung	6472022036	charmaine.yung@mail.utoronto.ca
Julian He	6475441265	julian.he@mail.utoronto.ca
Lintao Yin	6476714281	lintao.yin@mail.utoronto.ca yinlintao@gmail.com
Mikhail Makarov	6474585492	misha.makarov@mail.utoronto.ca

There exists a Discord chat server which every team member is a member of at the time of writing this agreement. General discussions will occur on that chat server. Personal messages may also be sent to team members through Discord in addition to the above listed methods. Personal messages (ie. those not sent through the general discussion channel on the Discord chat server) have an expected response time of one business day.

Team Meetings

Team meetings will be held on the team's Discord chat server over the voice channels. Team meetings will be held weekly on Wednesdays at 1 PM.

Team meetings will be used to discuss what tasks are to be completed for a sprint and how many story points those tasks should be worth. If applicable, team members will be expected to have prepared a list of tasks they have completed or are working on.

Tasks will be recorded on a spreadsheet which will be shared with all group members through Google Drive. Meeting minutes will be recorded by Lintao Yin in a text file on Google Docs. Both will be in a folder shared between all group members.

Version Control/Branching Strategy

The group will work in a master project branch which is forked from the actual master branch. As is standard, no commits will be made directly to the master project branch. Work is done only in feature branches.

Each feature or ticket should have its own branch which shares a name with the feature being worked on. These feature branches will not be merged into the master branch without testing and approval from at least one other team member. Testing may be either a small number of manual tests or automated testing. All merges will be made recursively.

Work Allocation

It is expected that every team member will assign themselves to tasks such that each team member completes tasks whose story points sum up to a similar amount. Any leftover mandatory stories will have a die roll will occur with the winner (highest) will work on the story. This person may then trade tasks until an agreement is reached for the amount worked. How many story points a task is worth will be determined during a sprint meeting. A task will only be marked complete (and thus the burndown chart will only be changed) when it is merged to the master project branch.

Deliverable Submission

All deliverables are expected to be on the main project branch on the Git repository at least 3 hours before the deadline. Team members are individually responsible for merging their feature or bugfix branches into the main project branch and having their pull requests approved before this time.

Contingency Planning

Drop

In the case that a team member drops out of the course or the school, their work will be evenly distributed amongst the other team members as time permits. If the drop is at an inopportune time (such as the day before a deliverable is due) course instructors will be notified as soon as possible to help explain any gaps in completed work that could not be filled in the short time period.

Sickness

In the case of illness, depending on illness severity the team member may be allowed to do less or no work and/or temporarily abstain from team meetings. The team member in question is to decide on the severity of their sickness and relay it to the team appropriately. Remaining work will be distributed evenly amongst other team members.

Academic Dishonesty

In the case of academic dishonesty the team will first bring it up with the individual to attempt to rectify the issue. Upon further issues the team agrees to bring the accused to the professor.

Poorly Estimated User Stories

In the case of poorly estimated user stories, team members agree to notify other team members as soon as they do not believe they will be able to complete it on time. At that point the team members will attempt to reach a consensus on who can assist. If not then a die roll will be used to determine who will assist.