Team Rocket

CSCD01 Deliverable #0

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Sol Han, and Jacqueline Chan

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Team Introduction

Team Goals

Our goal here at Team Rocket is to use the skills that we've gathered at U of T to contribute to a larger development community. Our plan is to incorporate the software design paradigms we've learned at school to produce deliverable code and help push valuable features to an open source project that we believe in. We hope to gain valuable learning experiences and immerse ourselves in open source development culture while making new friends in the industry along the way.

Key Objectives:

- Contribute to an open source project such that it gets approved by the organization by the end of the semester.
- Gain valuable learning experiences.
- Learn about open source culture.
- Apply our understanding of software design patterns into our project work.
- Network with fellow developers.
- Contribute our skills to a larger global community.

Team Strengths

- We have several full-stack/web developers with co-op experience
- Strong version control practices
- 4th year students, well versed in Python, Java, JavaScript, and Haskell
- Strong understanding of design patterns and how to apply them
- Understanding of software engineering practices
- All team members have a strong github presence with a large amount of personal projects listed

Team Members

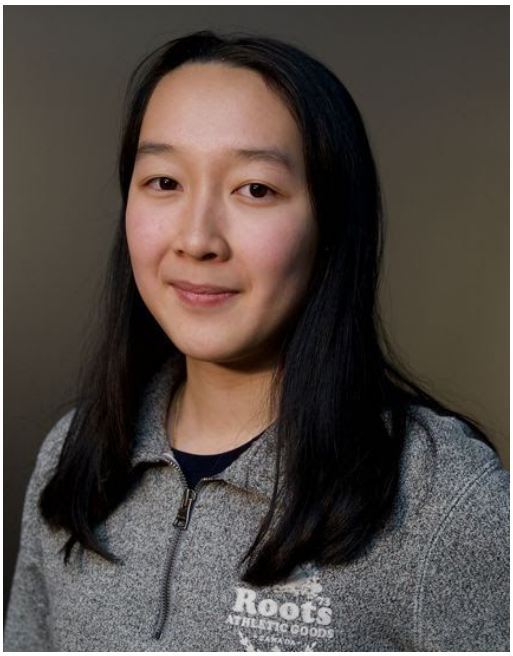
Jacqueline Chan

I am currently a 4th year computer science student specializing in software engineering at the University of Toronto Scarborough. One of the reasons why I chose to study computer science is because I am passionate about algorithms and handling arithmetic. Previously, I worked for CIBC Capital Markets as a Data Analyst Co-op, at TD bank as an Automation Developer Co-op and at Index Exchange as a Full Stack Developer Co-op. My goal after graduating is to intern for a year before applying to the computer science master's program at U of T. As for my future career plans, I want to work in cybersecurity or web development. Although I have only contributed to one other open-source project, I'm a hard worker and am very dedicated to my studies. I am a team player and I am excited to further develop my skill set during my last semester here at UTSC.

Adnan Shahid

I'm a 4th year computer science student with a specialist in software engineering at the University of Toronto. I enjoy programming and learning new things and look for environments where I can apply and develop my skills. I have strong web development skills due to my previous co-op work terms as a Software Engineer at Index Exchange and a Full Stack Developer at Temerity Analytics. I also have plenty of experience debugging and creating scripts from my time at Environment and Climate Change Canada, as well as my current position as lab programmer at the Finn Land Lab. I am a hardworking and dedicated individual who is open to challenges and looks forward to learning. Some things I enjoy outside of programming are cooking and playing games.

Patricia Lee



I am a 4th year student at the University of Toronto studying computer science and specializing in software engineering. In high school, I initially focused my studies on new media art. However I also had an interest in developing my own games and apps, which ultimately led me to the field of software engineering. As part of the co-op program, I have completed three work terms. My first work term was with CIBC as an Information Security Coordinator, where I worked closely with a small team to conduct access reviews for the whole company. My next work terms were with Ontario Power Generation as a Computer-based training Developer where I created and maintained interactive activities for e-learning courses using JavaScript. From taking courses in university, I have also gained experience with using an assortment of tools and coding languages. I look forward to enhancing my skill set and making my first contributions to open-source projects in CSCD01.

Sol Han

I am in my 4th year of study in pursuing a career in software engineering at the University of Toronto. Software engineering at its core is solving real life problems, and this has always appealed to me. As a budding software engineer, I have a few co-op work terms under my belt. I have honed my craft at the Ontario Ministry of Education, where I worked as a Full Stack Web Developer. My term at the Government of Quebec also allowed me to further sharpen my fullstack web development skills, and I am currently working for them remotely. My interests include, full stack web development, game development, and artificial intelligence. During my free time, I enjoy playing video games, pleasure reading, and practicing Taekwon-do. I hope to make a meaningful contribution to the open source community during the course project in CSCD01.

Yasir Haque

As a 4th year student at the University of Toronto, I have been privileged with the skills and experiences that aid me in my endeavors within the software engineering industry. Given the impact that new innovative technologies have had across all sorts of domains and disciplines, computer science has always been a keen interest of mine. Primarily, I've been astonished with how the web has evolved and played such a hefty role in connecting the world on such an unprecedented scale. With its application in social media, commerce and more, web development has been an outlet for me to exercise my problem solving and creativity. My desire to apply my theoretical skills in real-world practical scenarios has led me to help develop software solutions for branches of the government, health start-ups and more. I enjoy working in teams and learning from others while also having the opportunity to provide my perspective and gain feedback as well.

Team Agreement

Methods of Communication

- Facebook Messenger Group
- Private Discord Server
- Weekly In-Person Meetings every Monday

Communication response times

- Expected response time to be within 4 hours
- On/Near due dates: within 1 hour.

Meeting attendance

- All meetings with the TA will be mandatory
- In person group meetings will be done on Mondays at 5:00 pm
- Online meetings will be mandatory but it will be as needed

Running meetings

- Face to face meetings will be in IC406 or BV473.
- Online meetings will be via Discord, weekly as needed
- Minutes will be taken by Yasir
- Yasir will also be our scrum master

Meeting preparation

- All members must be responsible and prepared to answer questions about the work that they have done for the TA meetings, rehearsal if needed
- For regular meetings, every member should be prepared to tell the group what they have accomplished during the sprint and be prepared to show their work upon request.

Version control

- Version control will be done with git on Github
- Issues or bugs will be tracked using Github
- Will have a development branch and master branch, and any merges will have to be approved by one other member

- Github will be used for version control with pull requests being accepted by other members of the team for review
- Commit messages should be a short summary of what was changed
- Only commit completed and/or tested code
- Will have to alert team before doing any Master commits

Division of work

- Division of labour conducted according to strengths
- Team members will volunteer for issues that they feel comfortable tackling according to their skillset
- Additional team members may be assigned to aid in certain tasks depending on difficulty
- Tasks may be further divided within the team depending on difficulty
- Sprint management will be done using Trello
    - Tasks will be divided onto cards indicating their worth through story points
    - Story point number shall represent the size of the given task
    - Team members will be assigned cards which they can move on the board according to the respective task's progress
    - A burndown chart will also be used to help keep track of progress
- If a team member has issues with their current task, any available team members will assist

Submitting deliverables

- Submission will be done after the deliverable is completed
- All members will review the submission prior to handing it in
- Submissions will be handed in by Yasir Haque

Contingency planning

- If a team member drops out, we plan to immediately tell the instructor or our TA and ask for the next steps. The work of the team members will be divided evenly among the rest of the team.
- If a team member consistently misses meetings and does not do their work, we would first reach out to this member outside of our meeting times or online to try and sort out any existing issues. If the problem persists, we plan to tell our TA/instructor.
- If we find out that a team member has been academically dishonest, we will try to remove their copied work from our repo and redo our sprint plans to accommodate potential setbacks. A team meeting will be needed to discuss the incident. If the dishonest academic work is already evaluated, we will raise our concerns to the instructor.

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

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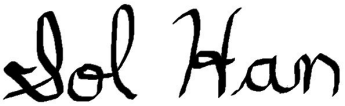

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