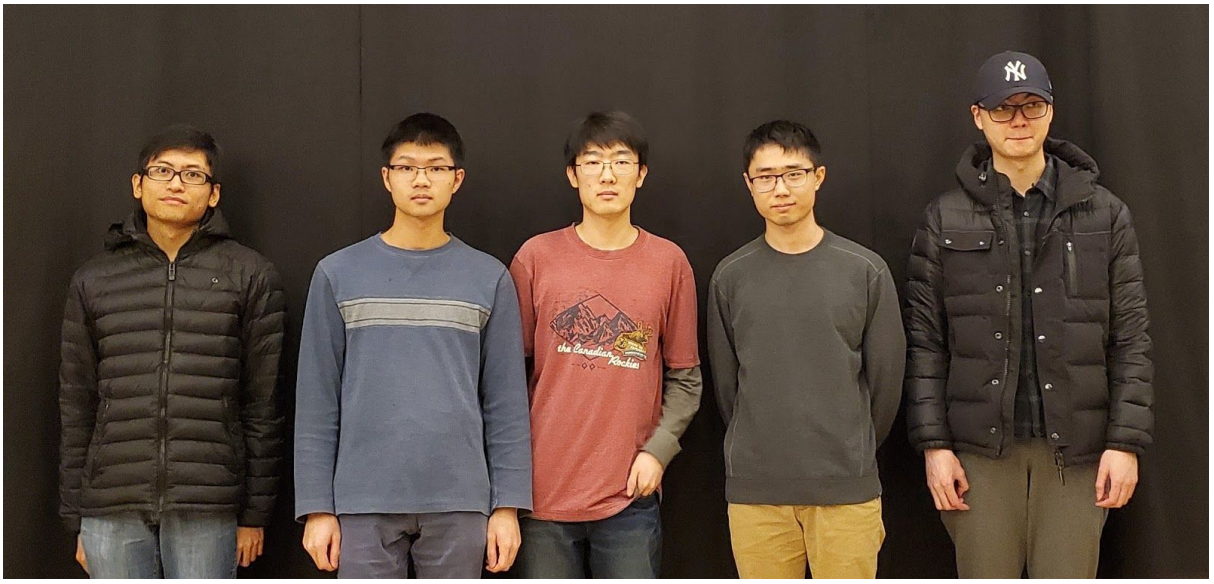
CSCD01 Team Report

Phantom Developers



Team Number: 11

Date: February 4th, 2020

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Team Information

Hi, we are the phantom developers!

Team Goals

Our team wants to learn about the open source community and to develop our skills contributing to open-source projects. Through these projects, we will reinforce our software engineering skills while learning new and emerging technologies. We strive to succeed so that this experience will be a good addition to our resumes. Finally, this experience will help develop our futures as software developers.

Team Strengths

We are a group of experienced software developers, currently progressing well in working towards our degrees. We are very excited about the opportunity to contribute to open source projects. We have a wide range of experience from working in the industry and school including web development, front-end and back-end development, User Interface design, Quality Assurance testing, and Test Development. We are proficient in a variety of languages including Java, JavaScript, Python, C, Haskell as well as technologies including SQL, Postgres, Axure, Amazon Web Services, Apache Subversion, Balsamiq and Github. All of us have experience in AGILE processes from our work experiences and from school.

Figure 0.1: Phantom developers enjoying a meal

Team Members

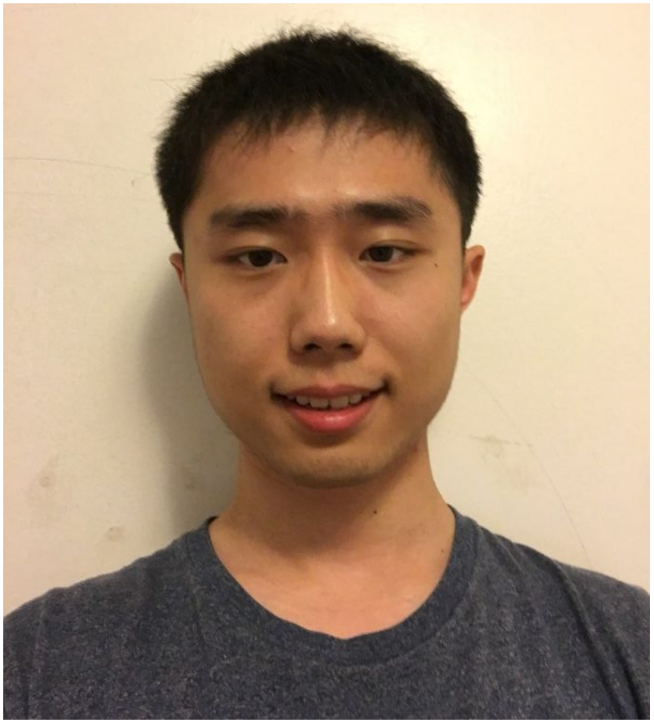

Figure 0.2: Jinze

Hi, my name is **Jinze Li** and I'm a 4th year Computer Science co-op student in the software engineering stream. I have several experiences as a software developer co-op. The first co-op was an Android Developer Intern at Blackberry Messenger. My task was majorly focused on developing front end private and group chat views, as well as contact list view using Java and Kotlin. In addition, I also worked at Royal Bank of Canada as a Software Developer Intern, where my task is majorly on developing the conversation flow for RBC AI chatbot, using Node.js as well as maintaining current RBC internal business web application - RBC Connect. In addition, I have several experiences working as a teaching assistant at University of Toronto for courses such as Linear Algebra, Discrete Math, Multivariable Calculus, etc. I love to play PC and video games, watch anime and listen to music during my spare time.

Hi, my name is **Leo Chan** and I'm a 4th year Computer Science student in the software engineering stream. I have completed two co-op work terms, both of which were in testing. The first was at CaseWare International Inc. as a Test Developer, where I wrote automated tests in Java using Silk4J to test the functionality of the application's user interface, used Git repositories and tested on virtual machines. I was also working on a team in an agile scrum environment using Jira with daily standups and various meetings. My second work term was at CompterTalk Technology Inc. as a Quality Assurance Tester, where I manually tested different applications of the same software for different customers, created test plans using Excel and tracked issues using Team Foundation Server. I also created a plugin for the prototyping tool Figma using TypeScript and HTML to organize images to better display profiles for a game community. My hobbies include computer hardware and current technology news, transportation and infrastructure, watching various anime, and PC gaming.

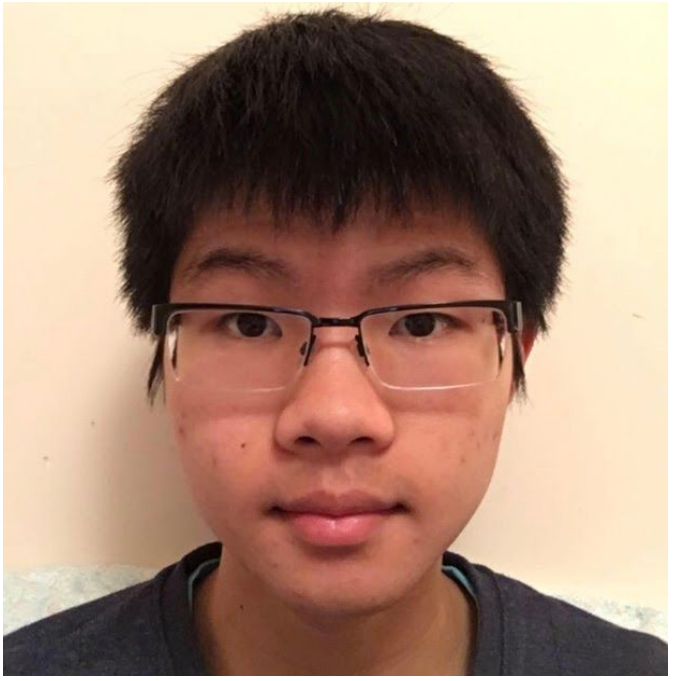

Figure 0.3: Leo

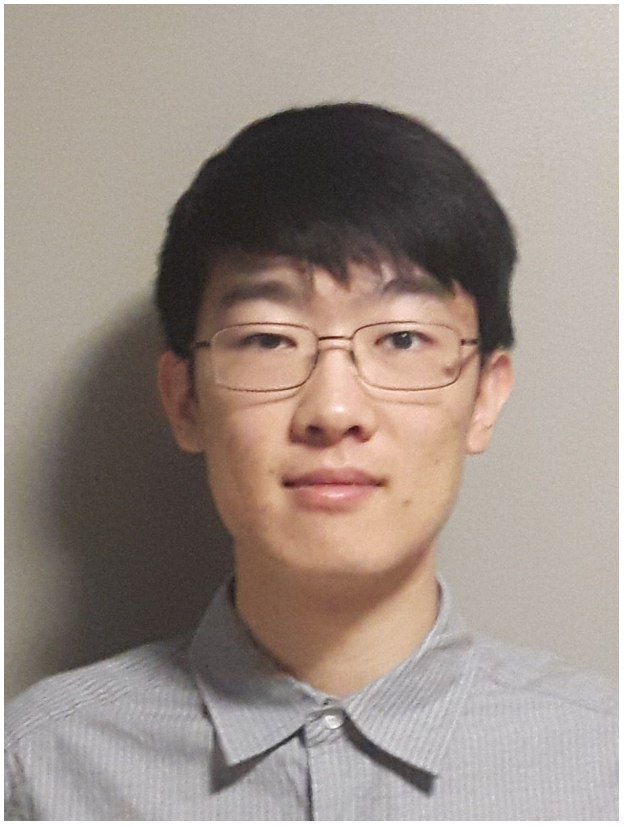

Figure 0.4: Joon

Hi, my name is **Joon Hong** and I'm a 4th year Computer Science student in the software engineering stream. I have experience working as a co-op web developer at both CIBC and Fidelity Investments Canada, as well as a full-stack developer as UTSC. At CIBC I helped work on the front end to make the UI better and fix bugs. At Fidelity, I created automated tests to help test web pages after deployment. At UTSC I worked as a full-stack developer on a platform where the clients would upload data and use analytic tools to analyze their data. I helped with designing the database, making changes to the back-end and front end as the clients requested features. I also met with clients regularly to talk about what they wanted and manage priorities with features, as well as explain low-level technical details in a high-level way. My hobbies include watching movies, anime and random youtube videos. I also enjoy playing board games and tabletop roleplaying games as well as computer games.

Hi, my name is **Kelvin Duong** and I'm a 4th year Computer Science student in the software engineering stream. I only have academic experience with working as a software developer. For the CSCC01 project, my tasks were to gather software requirements from the client and to design the database. We carefully designed the database in MySQL workbench, consulted with the client and then implemented it using JDBC. We used the agile software development methodology to manage our workflow. The code was tested exclusively using JUnit. Another project involving design and meeting user expectations would be for CSCC10. My group redesigned Kijiji using a mock-up in Axure to make it more user friendly. We used different guidelines and techniques to evaluate the UI and then modernized it by adding features that are common in social media. My hobbies include playing the piano, watching anime, listening to music and playing video games on PC. Occasionally, I would build model kits.

Figure 0.5: Kelvin

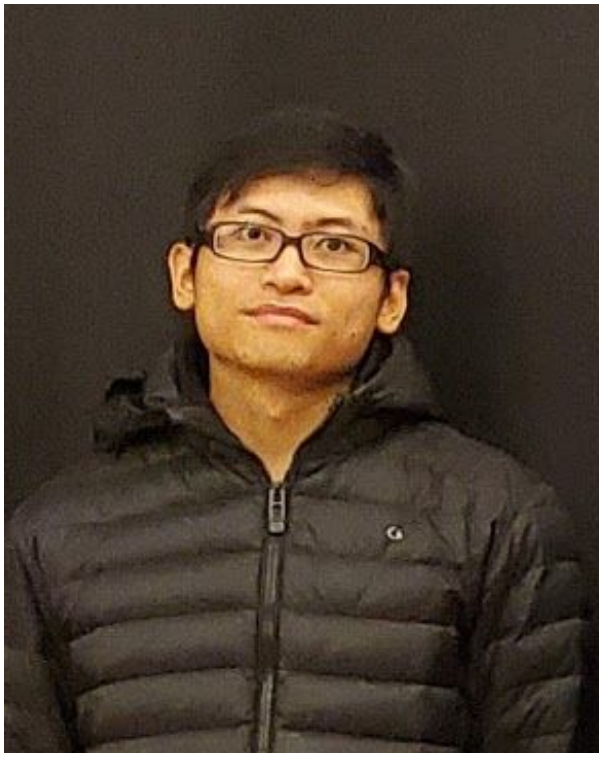

Figure 0.6: Lex

Hi, my name is **Lex Pegenia** and I'm a 4th year Computer Science major with double minor in philosophy and psychology. I have no work experience as of yet. So my main experience comes from working on projects, most notably the ones that use full-stack development. A project that I learned a great deal from was creating a drawing game on the web where one draws a picture and the other players have to guess the drawing. The back-end dealt with having rooms for players to play a game and the front-end dealt with the UI. It was also deployed for a short time so that it could be used on the web. Other notable projects that also used full-stack were making a chatbot from a set of requirements made by FinTech Canada and using a web scraper library on Kijiji to show locations on Google maps with relevant information. For my hobbies, I like playing video games and board games with friends, and recently I have been enjoying rock climbing.

Team Agreement

Methods of Communication and Response Times	
Discord	Main form of communication for dealing with project work (response time: within 12 hours)
Email	Discussion with TA/Professor (response time: within 1 day (if needed))
Phone	For emergencies (response time: within 1 hour)
Meeting Times and Attendance	
Discord	Daily Stand-Up Meetings 8 pm
In-Person	Regular mandatory meeting on Mondays from 12:00 pm to 1:00 pm. Primary location at IC 406 Optional meeting on Fridays at 3:00 pm.
In-Person or Discord	Backup meeting on Wednesdays 12:00 pm to 1:00 pm
Running Meetings	
Daily Stand-Up	Each team member should take turns to answer the following questions: ● What did you do in the past day? ● What are you planning to do the next day? ● Are there any concerns and questions? ● Do you need any assistance to complete your assigned tasks?
In-Person	The weekly in-person meeting aims to define the Sprint Backlog items and assign stories to each team member
Agenda	Everyone writes down what they want to do in the meeting
Minutes	Take turns taking notes in Google Doc in a shared folder
Meeting Preparations	
Expectations	● Members should at least be familiar with the project tasks such as deliverables ● Meeting Agenda should be created before the start of each meeting ● Each member should have an idea on what tasks should be completed next ● Know what to say before you do your stand-up

Version Control	
Expectations/ Requirements	● No auto-generated file or binaries (.gitignore) ● Should not push code directly onto the master branch ● All features must have their own separate feature branch. ● All pull request should be reviewed and approved by at least 1 team member before it merges into the master branch (anyone who is available) ● Log messages are concise and clear on what the changes are ● Consistent coding style (follow google code style). Documentation and comments should clearly explain the function ● Always test code before pushing to the repository
Division of Work	
Using Trello	Define tasks, declare story points and requirements. Tasks assigned during meeting times
Distribution	Assign work based on how many story points each task is worth and who is more adept at it
Agenda	Everyone writes down what they want to do in the meeting.
Minutes	Take turns taking notes in Google Doc in a shared folder.
Submitting Deliverables	
Review	Final submission of each deliverable should be reviewed by all team members
Deadline	The team should aim to submit the deliverables at least 1 day before the deadline
Contingency Planning	
Member Drops	We will inform the instructor and discuss what steps to take next
Missing Meetings	● If a member cannot make it to the mandatory meeting, let other group members know at least 1 hour before. Meeting will be rescheduled to the backup meeting slot. ● If a member consistently misses meetings, the group will (STRONGLY) notify them about this issue. The member will explain the circumstances to why they are missing the meetings. We will work as a group to fix this problem. If the problem persists, the instructor will be notified to deal with the member.
Miscellaneous	● All group members should be honest with their available working time and actual working time for the stories they have completed to better create the sprint plans ● If a team member is academically dishonest, then we will report it to our TA. Their work will be removed.

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

Joon Hong

Lex Pegenia

Kelvin Duong

Leo Chan

Jinze Li