CSCD01 - Team Name:

‘Scrum Till You Waterfall’

Team 13

Table of Contents

Team Mission/Purpose:

Our goal in this course, as we are all 4th-year Computer Science students, is to show what we have learned in our undergraduate career, and build something that we can all say that we were proud to build. Our contribution to the open-source project should be significant enough that we would all be comfortable listing it on our resumes as a notable project. Furthermore, we want to gain genuine feedback from the open source community when trying to merge into the original product in order to gauge our own abilities as developers and see where we can improve. Keeping the course evaluation bonus in mind, one of the main goals that we as a group are keen on achieving is getting multiple contributions in our project accepted into the codebase of the open-source project. Lastly, another goal we have in mind is just to have fun throughout this project and get to know each other a lot better, and help improve each others' skills as developers wherever possible.

Team Strengths:

As 4th-year computer science students, we all have plenty of experience of developing applications in Python, Java, and C from previous university courses that we have taken. Through our previous work terms, we also have a good amount of specialized individual skills that we have acquired, such as front-end web development, building test-automation scripts, and developing through other various coding languages and frameworks. We also have experience with using Scrum methodology gained through the practice of daily standups, acting as scrum master during meetings, and the use of Trello/Jira to organize backlogs and weekly sprints.

Team Weaknesses:

As full-time university students, the amount of time that we are able to put in this project is limited as every member has a full-time course load consisting of five or six courses. Hence, we have decided to try our best to utilize our time as efficiently as possible to overcome this weakness.

Group Picture

Introducing the Team who are Sharing a Meal Together

(Left-to-right: Andrew Fung, Abithan Kumarasamy, Jason Chen, Anandha Padmanaban Prasad, Venkada Narasiman Prasad)

Team Members' Biographies

Abithan Kumarasamy

My name is Abithan Kumarasamy and I am a 4th-year Computer Science Specialist. I have worked as a QA Analyst and as a Software Developer during my coop experiences, so I have gotten my fair share of exposure to how software is developed and tested. Quality of software is something I hold to a high standard, and it is an area that I try to improve in all the time, as well as help my peers through code reviews. The languages I consider myself proficient in include Java, Python, and JavaScript. Technology has been one of my passions since my early days, and I am constantly trying to stay up to date with the changing world around us, and new technological advancements as they come. As for my other hobbies, I am a huge fan of the sport of basketball, and I spend most of my leisure time around it, whether it be watching NBA games, playing NBA 2K video games, or playing the sport itself. My goal by the time I graduate is to enhance my development skills to the point where I can comfortably learn new languages and develop new features without too much hand-holding from my mentors.

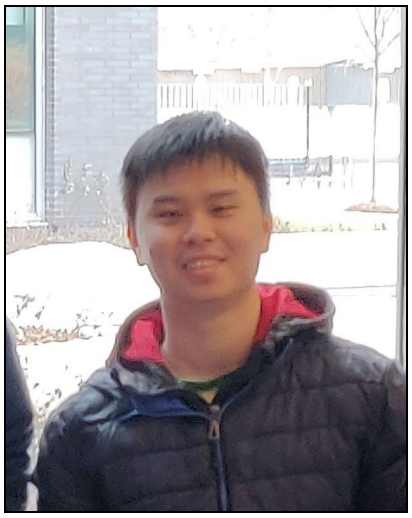
Andrew Fung

My name is Andrew Fung and I am a 4th-year Computer Science student in the Software Engineering Specialist stream. Through my past work with school projects in courses such as CSCB07 and CSCC01, I have a great amount of developing experience in programming languages such as Python and Java as well as working well within a team environment. During my previous work term, I worked as a Junior Systems Quality Assurance Analyst at MPAC where I developed automation test scripts using Python and PostgreSQL. These scripts were used to assure the quality of the data for some of the company's products that were in development as well as to test if there were any outstanding bugs within them. To ensure that these scripts were effective, I worked closely with the development team by meeting with them and informing them of my progress during scrums on a day-to-basis. Along with this experience that I gained, I look forward to working with my team to develop an exceptional contribution to the open-source project of our choice during our time in CSCD01. On another note, my hobbies include playing League of Legends, watching anime, and watching various Twitch streamers.

Anandha Padmanaban Prasad

I am a 4th-year computer science student in the Software Engineer Specialist Coop stream. I have 20 months of work experience in the IT industry as an Application and a Full-Stack Developer. During my work terms, I have proven myself to be a quality team player by working alongside my colleagues and contributing to the development of Web Applications. I try my best to enhance my development workflow by exploring new tools, mainly open source, and online articles that describe ways to improve oneself as a developer. Furthermore, I am an avid Vim user and constantly research for ways to improve my editing experience and to have overall mouse-free coding sessions. I use my Github account to carry my configuration files wherever I deem necessary. In my spare time, I play strategy games or first-person shooters on my computer or mobile as playing games helps me relax during stressful times which I consider to be essential.

Jason Chen



My name is Jason Chen, a 4th-year computer science student in the Software Engineering Specialist stream. During my time at University, I have accumulated 12 months of work experience as a software developer. Having worked at 3 different companies, I have gained exposure to different sides of software development such as some web development and mobile development. I have used several technologies and programming languages including Java, Python, SQL, C, Xamarin, and some C# to name a few. I am also experienced developing in teams as I have worked in several projects throughout my time at university and my work-terms which included working alongside teams of 2-5 using a few different software development methodologies. I enjoy connecting with other people and communicating ideas within teams to efficiently develop software. In my spare time, I enjoy socializing with friends, playing sports when possible, and playing video games. I am always looking forward to learning new technologies and trying to create applications that interest me.

Venkada Narasiman Prasad

My name is Venkada Narasiman Prasad and I am a 4th-year computer science student specializing in Software Engineering stream. I have a 16-month coop experience working in two different companies. I have experience developing various software, scripts, and apps for web development and telecommunication systems during my work terms and school assignments. I have coded in various languages like C, Python, Java, Erlang and more. I have worked in teams of various sizes and consider myself a team player who introduces new ideas and considers others' ideas which make the team and myself better versions of ourselves. My favorite part is to diligently code review incoming code before it goes to production as it helps in the quality of code which I believe should be high. In my free time, you can see me playing sports. Looking forward to contributing to good open-source projects using the techniques and processes that we learn in CSCD01.

CSCD01: Team Expectations Agreement

Methods of communication:

- We have created a Facebook group chat to text and discuss our ideas and problems relating to the project and when we want to meet up if necessary
    - We have decided this will be the best method of communication as everyone has a Facebook account and it is very easy to read and respond to messages
    - Furthermore, Messenger offers dark mode, which makes important discussions to take place even when there is not enough light in the environment.

Communication response times:

- The response time for each group member would be up to two hours since one of us could be in class and not be able to promptly respond.

Regular Meetings + Running Meetings:

- We have decided to have weekly meetings in IC 4th floor on Wednesday 2-3 pm
    - The time to meet is subject to change depending on conflicting events
    - These meetings are mandatory and all members are required to attend
    - If a member cannot attend we expect a reasonable reason and the absent member should inform the group prior to the meeting
        - Absent members are responsible for catching up on important meeting topics
- Besides our weekly meetings, we have decided to have additional meetups if they are deemed necessary if our classes don't conflict and we can meet in person
    - Not all members are required to attend, if for example two members are working on their particular assigned part, they can meet up together by themselves
- If it is not possible to meet face-to-face when we need to discuss something as a group, we will hold the discussion online in the Facebook group chat

Meeting preparations:

- For initial meetings to discuss our ideas for a particular project phase, each member will be required to prepare their own detailed ideas to at least show they put in some thought before attending
- For other cases, we would have assigned work to each other from the meeting before, so we are expected to bring up the work that we did to the meeting whether it is completed or not

    - During these meetings, we would talk about the work that was done and how they did it to be reviewed by the other members
    - For tasks that members were not able to complete, they would state why they were unable to complete, for example, it was harder than the person realized, and then decide if that task should be completed by other group members or as a group

Version Control:

- What not to Commit:
    - Binary files
    - User configs
- Log message requirements:
    - Must be concise.
    - Should mention the Feature/Bug the commit corresponds to.
    - Squash multiple commits into one if there are too many corresponding to a particular feature.

Division of work:

- Ideally, the team would be split either 3-2 or 2-3 for report writing and coding based on which task has a greater workload.
- We will take it upon ourselves to decide which tasks we want to complete and state this during our meetings to avoid two people working on the same thing independently
- In the event that a particular task is very hard to do, two or three members may be assigned to that one task in order to reduce the workload from that task

Submitting Deliverables:

- The ideal time to submit our work would be a couple of days before the due date leaving an ample amount of time for finishing touches.
    - In the case that this is impossible, the group members that need to finish their work will do so as soon as possible and notify the group when they do
- Once all the work has been reviewed, the person to submit the work will be whoever volunteers to do so
    - It must be verified that the work is submitted at least five hours before the due date to avoid the event that the work is not submitted at all due to circumstances.
- When work is to be submitted, each group member is obligated to review that work in the case there were missed bugs or typo errors

Contingency planning:

- What if a team member drops the course?
    - If a member is even considering to drop, they must notify the group immediately
        - This is so that none of the critical tasks is to be assigned to this member so that no time would be lost into picking up from where that person left off for another member
    - In the case where two or more members decide to drop the course, the TA/instructor would be notified to get help on how to proceed
        - This is because the amount of work to do for the project would be very difficult to accomplish well with fewer members to divide to work to
- What if a member is constantly missing meetings?
    - We expect a valid reason for why he keeps missing the meetings, for example, he is ill and has to stay in a hospital
        - For certain cases, we will ask them to help minimally if at all when possible and report to the TA/instructor if they are not able to work for more than a week
    - For invalid reasons, we will give that member a warning and should the member continue to not attend meetings we will notify the TA/instructor
- What if a member is academically dishonest?
    - To prevent this, during our review of each member's work, that member should explicitly say if they copied anything from another website and that they properly sourced that work where applicable
        - In cases where they are unsure if what they sourced was correct or allowed, the TA/instructor should be asked for clarification
    - If the case where the group as a whole has been caught for academic dishonesty, we expect the group member who had committed the offence to come forward, whether accidental or intentional and to notify the TA/instructor immediately. It would be very unfair to the group members to be accused when they had no part in the dishonesty

Team Member Signatures, acknowledging the Team Expectations Agreement:

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

Andrew Fung

Padmanaban
