CSCD01 Deliverable 0

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Due: February 4, 2020

1. Introduction

Hi We are the Fun-Oriented Programming Team! And this is us having lunch!

2. Getting Started

Goals

- Learn how to work in a team and to be able to contribute to an open source project.
- Learn new skills and teach each other new concepts
- Develop and deliver quality enhancements that meets the open source community's expectation

Strengths

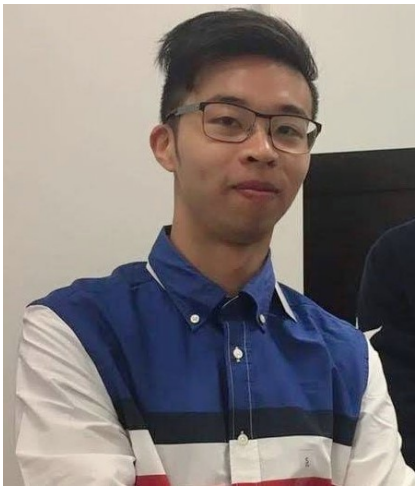
- We have good work experience, we know each other well enough to coordinate good meetings.
- We open to constructive criticism from one another
- Frequent discussions through various platforms (i.e. Facebook, Slack, discord)
- We have learned effective and strategic planning in our previous work experiences and course projects.

The Team Kareem is an aspiring software engineer specializing in back-end systems and scalability of applications. He has had 2 previous co-op terms as a full stack developer, working for the Ontario government and a local Toronto startup named Leap Tools. At Leap Tools, Kareem worked on enhancing the performance of an augmented reality web application, gaining valuable experience developing meaningful software on a large team. Apart from work experience, Kareem has worked on several projects in the past, including both school and personal projects ranging from web apps to a side scroller game. Kareem continues to expand his knowledge of software development by working on projects with his friends, attending Hackathons and growing his understanding of algorithms. In his free time, Kareem enjoys playing various video games and watching his favourite hockey team, the Toronto Maple Leafs. Kareem hopes to one day combine his passion of software development and hockey to create one of the most advanced hockey video games in existence.

Olivia is a fourth year computer science student specializing in software engineering. She has accumulated 24 months of work experience in her undergraduate study. In her first work term, she gained valuable experiences at RBC as a technical system analyst by helping the team to develop an online internal hiring portal. She was able to quickly pick up a new programming language in a short amount of time in order to complete her task on time. In her second work term, she gained first hand experience and knowledge in maintaining a large scale corporate project when she worked at IBM as a software developer. Throughout the time, she participated in the entire software development cycle starting from planning phases through development, testing and deployment. She will be happy to combine her work and academic experience in this course and developed new skills through the process of contributing to the open source project.

Yiming is a third year student in software engineering and statistics. In school he has completed large projects in mobile app development and FPGA board. He used node.js and react native to develop a mobile app for travel planning. Not only did he gain skill in utilizing these frameworks, he also gained communication and coordination skill in large software development with agile method which is an even more valuable experience. He also did a FPGA board project in which he combined his love for music with programming and created an electric guitar amplifier with many different distortions. It was chosen to be the exemplary project for next year's class for its creativity, level of completeness, and engaging presentation. In the future, he would like to utilize his knowledge in statistics to facilitate software development.

Yufei is a fourth-year computer science student specializing in software engineering. Similar to his teammates, he has had industry working experience through his co-op experiences. Yufei has worked as a QA at Leonardo Worldwide Corporation, he gained valuable testing skills as he performed unit, regression, and end-to-end testing throughout his time there. Thereafter, Yufei worked as a software developer at IBM. He mainly focused on the front-end aspect of the product at IBM, so he has experience working with HTML5, CSS/SCSS, Node.js, AngularJS, and other build/prepare tools. Yufei's strength lies in his communication and teamwork skills, he is adept at making agile decisions with his teammates during stressful times. Yufei is passionate about software engineering, web development, algorithms, and cloud services. He believes he can be a strong and professional contributor to the team.



Michael is a fourth year computer science student with work experience in various sizes of companies, having dealt with smaller codebases such as startups and enterprise codebases in large organizations. He has a strong focus on web technology and is always learning the latest in web development such as PWAs and web components. With full-stack experience across multiple projects using Angular, Vue, React, Django, Go, node.js and some experience with cloud technology such as AWS-EC2/RDS, he is very familiar with most web projects and is able to understand new projects quickly. As a result, he has exposure to different programming ideologies such as reactive programming, asynchronous programming, and functional/declarative/immutable programming and different design patterns such as observer, singleton, subs. However, he wants to learn technologies about deployment such as consistency with Docker, and CI/CD to ensure rapid and distributed deployment. Having experience at a startup, Michael has planned and designed features from inception to finish, working with lead developers

to ensure consistency and code quality. During development, he plans out what the task is, how are the various ways to execute, and discusses and compares which is the best method to use. He is a very strict follower of best practises and will always ensure codebases are cleanly written.

3. Team Agreement

Methods of Communication

- Meet in person weekly on Fridays after CSCD01 tutorial.
- Facebook Messenger and Discord for text & video chat.
- Phone numbers (for emergency situations)
    1. Kareem Hage-Ali: 647-829-4005
    2. Ruyin(Olivia) Zhang: 647-869-8106
    3. Michael Liu: 647-705-5412
    4. Yufei Cui: 647-217-0313

Communication Response Times

- The group must respond within 2 hours on weekdays and weekends from 10am to 10 pm.
- Upon receiving a message, the rest of the group must acknowledge the message by sending "copy" below the message or liking the message.
- Phone: almost immediately (should only use phone for emergency situations)

Meeting Attendance

- Every member must be at all meetings, could be remote if 3 of 5 group members agree.
- In case of emergencies, members are responsible to notify all the team mates at least a few (1-3) hours in advance.

Running Meetings

- Face-to-Face on campus
- Remote via Messenger or Discord

Meeting Preparation: Every week, each member on the team will be given some short-term goal (plan, investigate, implement, test bug or features). During meetings, members will talk about their progress and provide feedback and questions such as ...

- What help do you need from others? How can other group members help you?
- What difficulties did you encounter in the past week?

Version control: We will use PR's to merge from local feature branch (we'll be following the repo's naming conventions) to master or deliverable branch. Rebasing will keep our local branch up-to-date while the OS project's repo is updated. Enforce meaningful descriptive commit messages that comply with the requirements of the repository that we are working on and also begins with a verb, such as:

- Add feature1 to existing messaging functionality
- Remove parameter from function call
- Change function3 for refactoring

Division of Work: We will attempt to come up with fair division of work during meetings, and discuss as a team who should tackle which task depending on each person's strengths and weaknesses.

Submitting Deliverables

- Everyone commits their own changes and every commit should be reviewed by at least 2 other members.
- The members reviewing should leave a comment on GitHub for that particular commit stating whether or not the changes are acceptable.
- Ideally, deliverables should be completed 24 hours prior to the due date to ensure we have enough time for self-review amongst the team.

Contingency Planning

- If a team member drops out of the class, we will then hold an emergency meeting among the remaining group members ASAP to allocate the unassigned work in an effective manner.
- If a team member is found to be consistently missing meetings or is being academic dishonest, a TA and the course instructor will be immediately notified.

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

Kareem Hage-Ali

Michael Liu

Olivia Zhang

Yiming Zhong

Yufei Cui