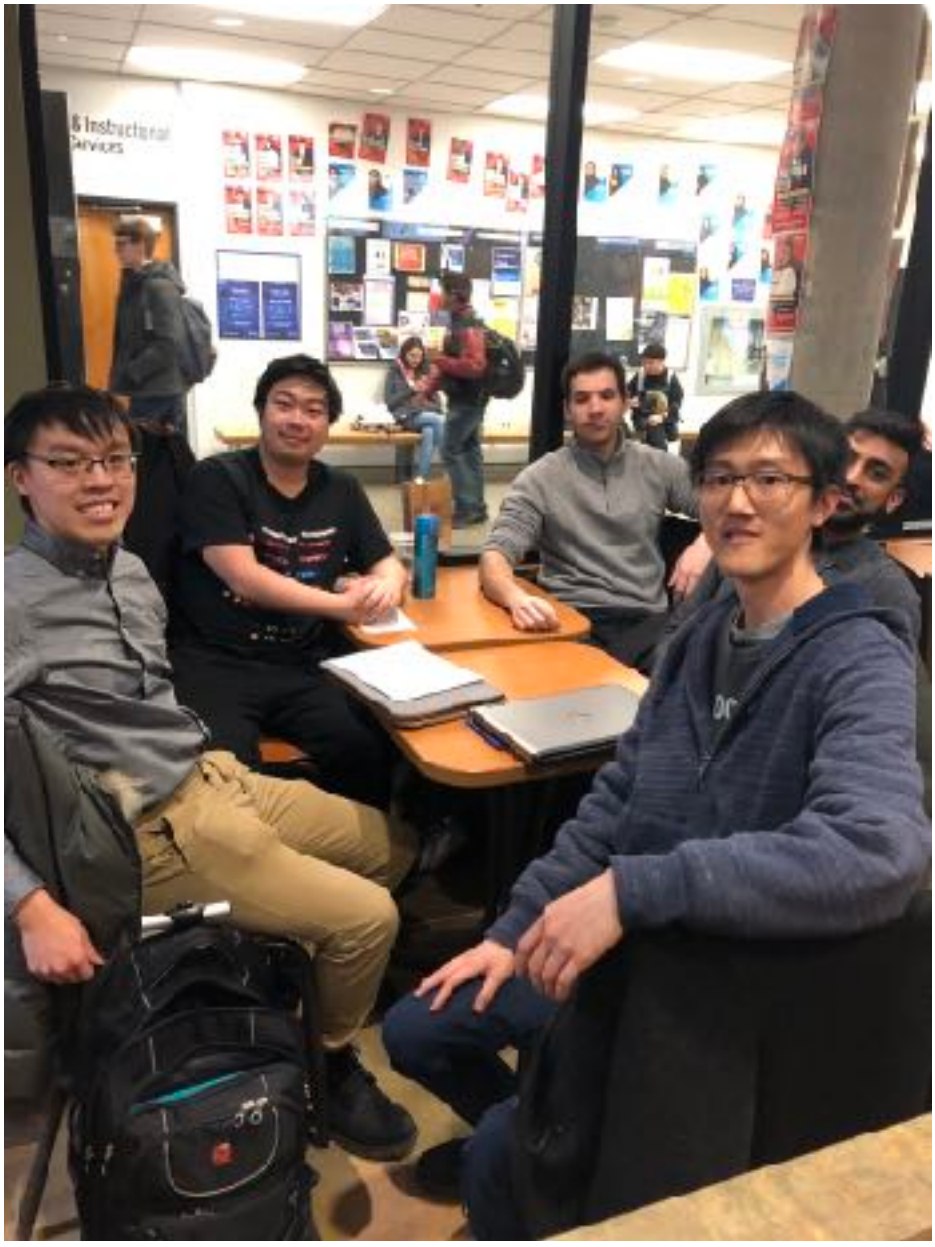
The Quick and The Studious

Members: Chris Ling, Faris Ally, Harrison Fok, Vili Milner, Winston Zhu



Team

Team Goal

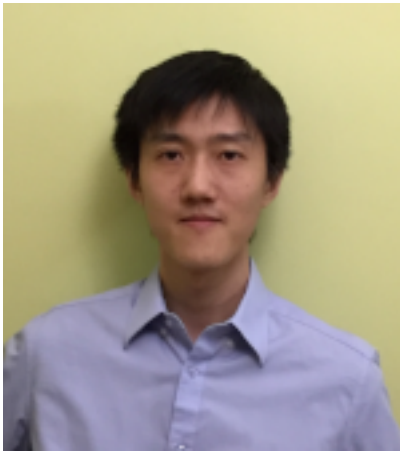
As a team, we want to contribute to a free open-source project, and learn a lot on the way. We want our deliverables to be accepted into the project where it can make an impact on the users. We also want to be able to meet the deadlines for each deliverable (ideally in advance), and we want to write quality code that can easily be extensible and re-usable. We want to build something that we can be proud of and can put on our resume.

Team Strength

Most of the team members have had experience with web development before, whether if it was in school or workplace. One of them had experience with backend C# development, another one had experience with full-stack, and some of the members have taken (or are currently taking) CSCC09.

Team Members

Chris Ling



Chris Ling is a 4th year computer science software engineering stream student at UTSC. He strongly believes in putting the customer first in his approach to software development. After spending 4 years working full-time in a sales/technician position at MRC healthcare, Chris knows what it means to listen to and provide customers with what they want. In addition to his work in attending to customers directly, he also has experience working at Ontario Shores Centre for Mental Health Sciences for their access automation project that utilized server-side scripting to provide new hires with a customized and seamless on-boarding experience. Furthermore, Chris has also developed a chatbot for the Digital Finance Institute website using IBM Watson natural language processing and machine learning technology to assist site visitors with their queries and to improve their overall experience. Although school work predominate the majority of his time, Chris enjoy playing video games such as Path of Exile in his free time.

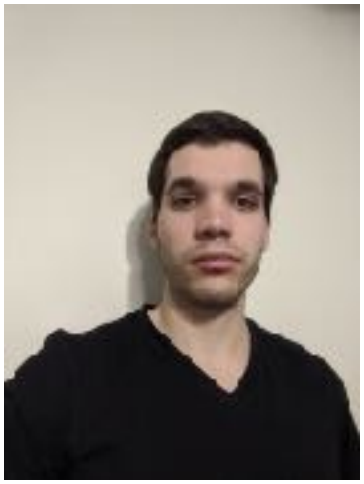
Faris Ally

Faris is a 4th year computer science student at UTSC. He is specializing in the software engineering stream, and has also completed three work terms as part of the Co-op program. One of these work terms was completed at TD Bank Group, as a QA Analyst, where Faris got exposure to different testing methodologies and software, as well as principles like acceptance and usability testing. His other two work terms were completed at CIBC where Faris worked as a Data Analyst in the Anti-Money Laundering group. This experience involved the manipulation of data in MSSQL to produce high quality reports using software like Tableau. Faris was responsible for producing and maintaining several of these reports, which went to the executives at CIBC, going all the way up to the Chief Risk Officer. In addition to his work term experience, Faris has gained experience in a wide variety of technology through university and personal projects. These include several different things like programming languages, web development technologies and frameworks, and database knowledge. In his free time, Faris enjoys basketball, video games, cooking, and watching new shows on Netflix.

Harrison Fok

Harrison Fok is a 4th year computer science student at UTSC, specializing in Software Engineering. Harrison has completed three work terms. During his most recent one, he developed a web app using Go MVC in an Agile environment, implementing core features as requested by the client. After that, he successfully completed the data migration of more than 15000 client records into the database, while simultaneously working on another project. For his second work term, he developed a web app using .NET C# that operated on Outlook, which was then deployed across all York Region District School Board sites months later. He also made solid contributions in his first work term at CIBC, nearly tripling expectations. Working independently, he fixed issues with the 8 automation scripts, and also write 13 more based on requests from the QA team. Academically, he has completed team projects that resulted in A+, such as the CSCC10 project using Adobe XD and the CSCC01 grading app using Tkinter. His personal interests include full-stack web app development, demonstrated by his blogging web app developed using Node.js, ExpressJS, MongoDB, with MVC and the RESTful api.

Vili Milner



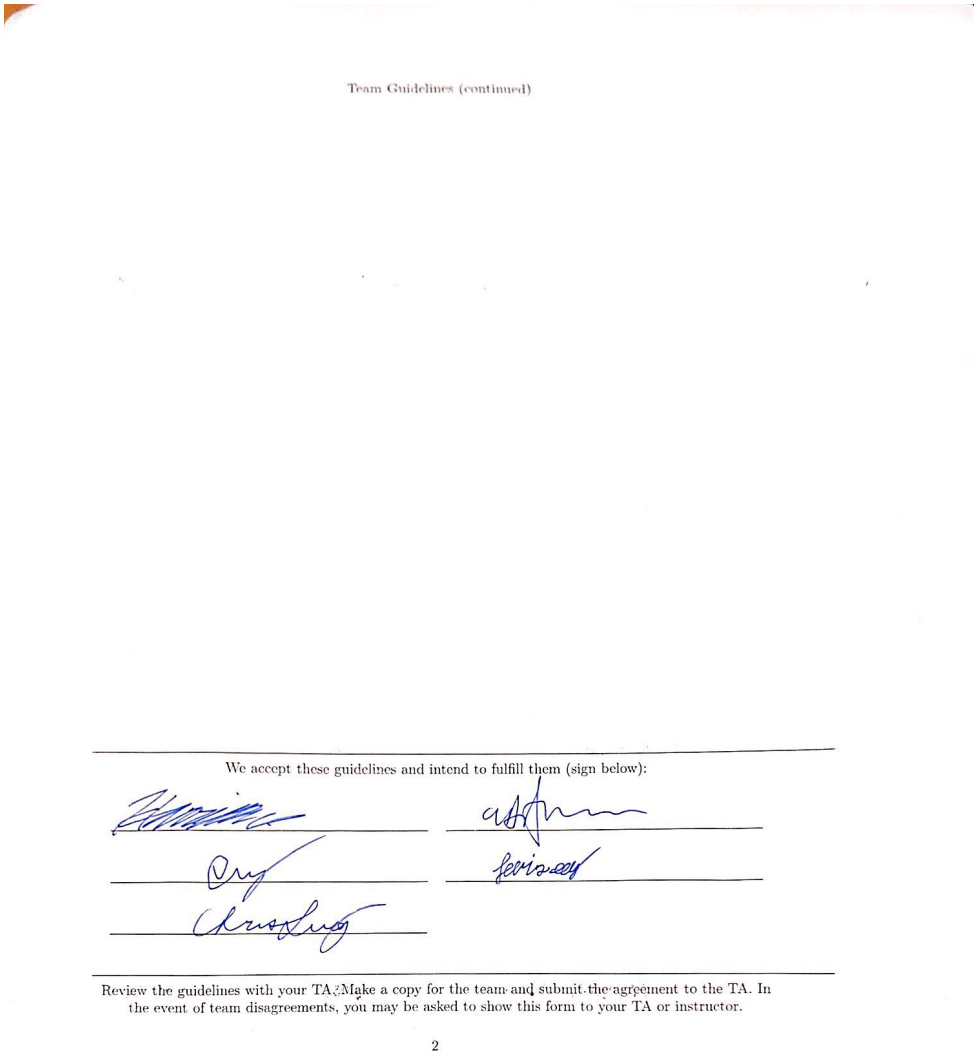
Vili Milner is in his fourth and final year as a computer science student in the software engineering stream at UTSC. Vili first became interested in computer science in elementary school, and through trial and error has learned a lot of the skills that he still uses to this day. His time studying at the university has refined many of these skills as well as given him plenty of new skills as well. Throughout his time in academics, Vili has learned the skills needed to optimize problems as well as the steps to organize and plan larger scale projects. Vili has also done some work outside of school. Technical skills include programming languages such as Java, C#, C, Python, Lua as well as the languages used in web development such as HTML, CSS, JS(and node). Vili has worked with SQL and NoSQL databases and has experience with testing using both JUnit tests and testing with mocha, sinon, chai.

Winston Zhu

Winston Zhu is a 4th year computer science software engineering stream student at UTSC. He really enjoys solving problems with adept algorithms and code solutions, and is well organized and responsible to tackle any unexpected situations. He has done 2 co-op terms at two major banks in Canada. During his first term, he started with doing code clean up and writing unit test suites for existing applications the bank has. He worked closely with colleagues to practice good coding style and design. He then joined a project as a full stack web developer, using Node.Js, Mongo DB, MVC and RESTapi. On his second work term, he joined an agile team that works on a solutions software for the bank using PEGA, with a Java backend. He experienced the agile development environment, and practiced good communication skills with the team. In his personal time, he enjoys learning about the latest tech news.

Picture of us eating Timbits

Team Agreement



Team Guidelines (continued)

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

Review the guidelines with your TA. Make a copy for the team and submit the agreement to the TA. In the event of team disagreements, you may be asked to show this form to your TA or instructor.

2

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methods of communication

- Slack will be our primary source of communication. Since different channels can be created on Slack, it would be easier to discuss multiple aspects of the project. Other than that, direct messaging can also be used depending on the situation.
- Messenger will be our secondary source of communication. This is simply our backup communication method.

communication response times

- Ideally, we would want each team member to respond as soon as possible. However, we allow up to 4 hours of response time because we understand that we are also taking other courses.
- The general availability of the team members would be between 12pm to midnight.

meeting attendance

- Our main meetings will be held online (for example, through Google Hangout). If necessary, we will meet on Tuesday 4pm in-person. The meeting location will be coordinated via Messenger prior to the meeting.
- Note: all scheduled meetings will be mandatory.

running meetings

- Our meetings will mainly be run online. If necessary, we will have in-person meetings. Whether face-to-face or online meetings, all members are mandatory to attend them.

  Group members will take turns writing meeting minutes

meeting preparation

- All members are required to have access to materials (for example, GitHub) during meetings. All members are also required to have our tasks done prior to the meetings.
- The topic that will be discussed during the meeting will be decided at least 24 hours prior to the meeting. All members should be familiar with what the meeting is going to be about and be prepared for it.
- If we need to discuss code, we are required to bring our laptops

version control

- We will use GitHub for version control, and all members should commit the bare minimum that pertains to the project. Nothing that is generated locally should be committed (for example, IDE configs, bin etc.)
- We will use Jira to keep track of tickets and tasks

division of work

- Work will be divided as equally as possible. Deciding as a group, we will try to assign work that adheres to the strengths of members as much as possible.

submitting deliverables

- Every member will make pull requests for their own parts, and notify everyone that it has been made. Other team members will review the pull request and make comments. It will be merged only after every member reviewed it (for example, after a member reviews it, he will give a thumbs up to the ticket).
- Team members will submit before the deadlines that are agreed upon.

contingency planning

- If someone drops, then the whole team will have to take over the member's tasks. The team will then re-evaluate initial goals and re-distribute tasks accordingly. If it becomes too much work, the team will have to lower their goals.
- If a member consistently misses meetings, we would try to communicate with the member. However, if it still continues, then we would have to consult Anya.
- If a member is being academically dishonest, we will talk to the member. If it does not work out, then we should escalate it to the Professor.