

Team: My team name doesnt fi



Members (Left to Right): Arnob, Anurudran, Wayne, Riaz, and Jordan

Goals:

- To ensure everyone is on track during each sprint
- Everyone gets along with each other well
- Have correct estimation on the points assigned to each task
- Finish each deliverable on time
- Have something to show to the TA during every TA weekly meetings
- Everyone is responsible for their task given
- Aim to get a good mark for this project

Strengths:

- Oral/Written Communication
- Teamwork
- Reliable
- Trustworthy

The Crew

Anurudran Chandrasekarm:

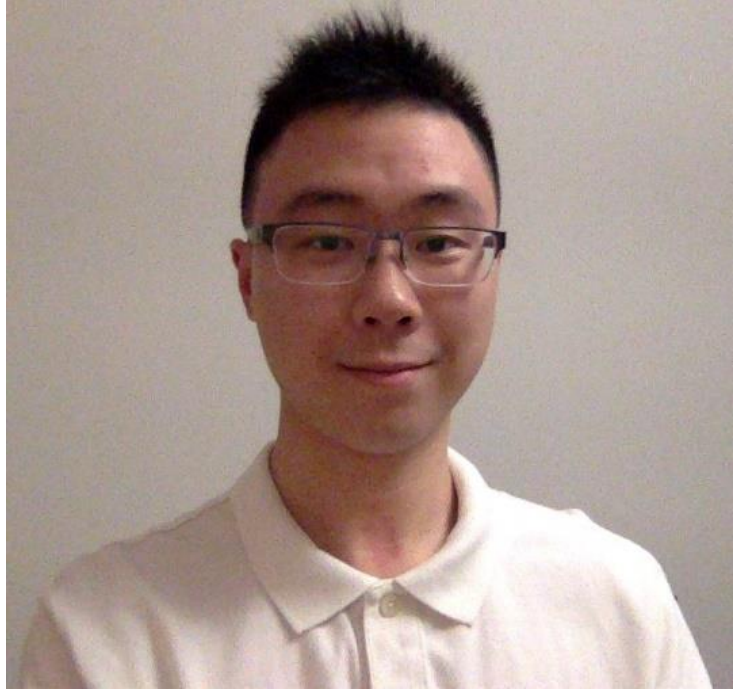
Hey, I am Anurudran and I am a 4th year Computer Science student specializing in Software Engineering at University of Toronto Scarborough. I have learned many programming languages while studying at school and in my Co-op placements. These languages are Python, Java, C, SQL, Haskell, and JavaScript. Some Web/Frameworks I have used are Node.js, MySQL, and Spring. Some version control systems I have used are GitHub and SVN. In my previous work

terms, I have learned to work in a scrum and waterfall style project management. I have learned valuable interpersonal skills such as oral communication and teamwork from working in various group projects and being on the intramural ultimate frisbee team. In my free time I go to the gym, play team sports such as soccer, basketball, and frisbee or watch sports games such as the NBA. Lastly, I am a kind and hardworking person whom can get along with anyone on the team and enjoys tackling and solving challenging problems when given.



Jordan Feng:

My name is Jordan and I am a 4th year Computer Science student specializing in Software Engineering at the University of Toronto Scarborough. During the four years as a student, I have learned Python, C, Java and Haskell. Outside of school, my co-op placements have provided me with valuable experience and knowledge in web development. They have given me the opportunity to learn front end web development, using HTML, CSS and JavaScript. I have also learned to use Ruby on Rails, Node.js, MySQL, MongoDB, Spring and Bootstrap. I also have experience working with git and svn, which are decentralized and centralized version control systems. Through my co-op work terms, I have also acquired some experience in writing automated tests using the Protractor framework, and how to effectively test an application to look for potential issues that may need fixing. My experience in a fast-paced working environment will be an asset in the development process because I will be effective at collaborating with others and preventing bugs during development.



Riaz Charania:

My name is Riaz, I am a fourth-year student at the University of Toronto Scarborough doing a comprehensive stream specialist in Computer Science. I have a proficient understanding of Java, Python, and C through both school and personal projects and have gained some experience with Android, SQL, C++, and Verilog throughout my academic career. Inspired by video games, I have been interested in programming since middle school, creating

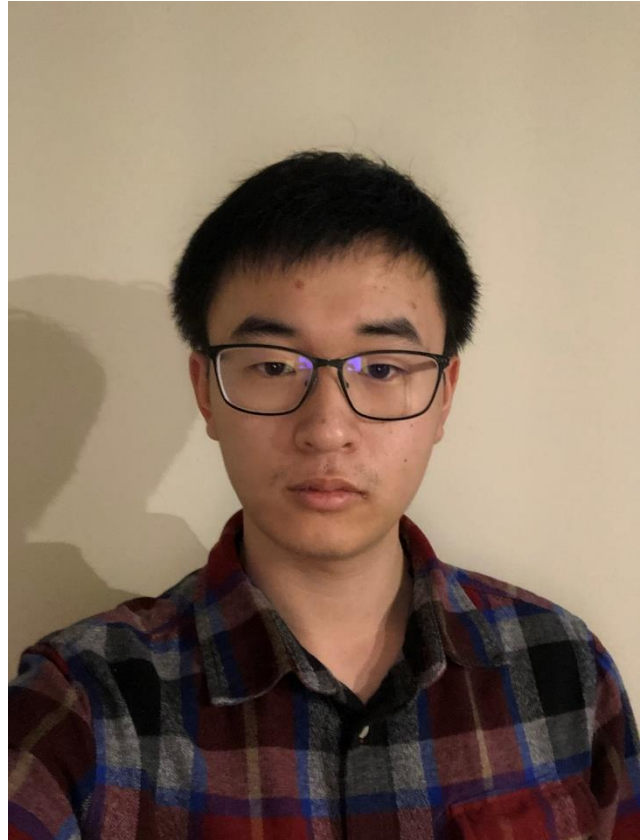


simple video games or text-based adventure games for me and my friends to enjoy. Since then my passion for working on projects and seeing the results of hard work and time has led me to pursue this degree. My favorite part of any project is the deliverable, seeing all my hard work and the work my colleagues become usable programs is always a good experience. After completing my comprehensive stream, I plan to continue to learn more about the field, more specifically I am interested in the extensive world of artificial intelligence and its modern applications and limitations. In my spare time, I love playing board games or watching anime with friends.

Yining Wang:

Hello, I'm Wayne, a 4th year student in computer science major and statistics major. During studying in the University of Toronto, I gained valuable computer science theoretical knowledge and developed great skill of using languages like Python, Java, C, JavaScript and Haskell. From my full year Co-op term at the Ministry of Government and Consumer Services, I gained a lot of experience in the following fields: google analytics and google tag manager for single page applications, docker and containerization, Front-end development using Angular, Frontend accessibility improvement, Node.js, responsive web design, CI/CD with Jenkins(build with maven, run/serve with docker, browser automation testing with protractor, deploy with Kubernetes), and OAuth integration.

What's more, I have experience practicing scrum and waterfall style project management and using SVN and git for version control. In my free time I like to go fishing and go off-roading with my friends. These activities are very relaxing and strengthen the bond between me and my friends. Lastly, I love team-working and always have been a valuable member in my teams.



Arnob Talukder:

My name is Arnob, and I am a 4th year computer science student at the University of Toronto Scarborough, specializing in software engineering. Having taken interest in computer science during the beginning of high school, my enrollment into University of Toronto has taught me many advanced techniques such as: agile software development, user-centric design planning, version control, and web/app development. I am a very versatile and flexible coder, being able to jumpstart projects in many of the common languages such as Python, Java, C, and JavaScript. On the hardware side, I am very comfortable interacting with PC hardware, and can easily detect and troubleshoot many common hardware problems. Moreover, I have exceptional communications skills, improved by many years of volunteering at the Toronto Public Library, as well as over three years working in retail for HP. Additionally, I offer freelance services for website design and/or development, and simple web apps, where I regularly communicate with clients. With my continually improving technical skills and great communication skills, I am sure to be a great addition to any team, software development or otherwise.



Team Agreement

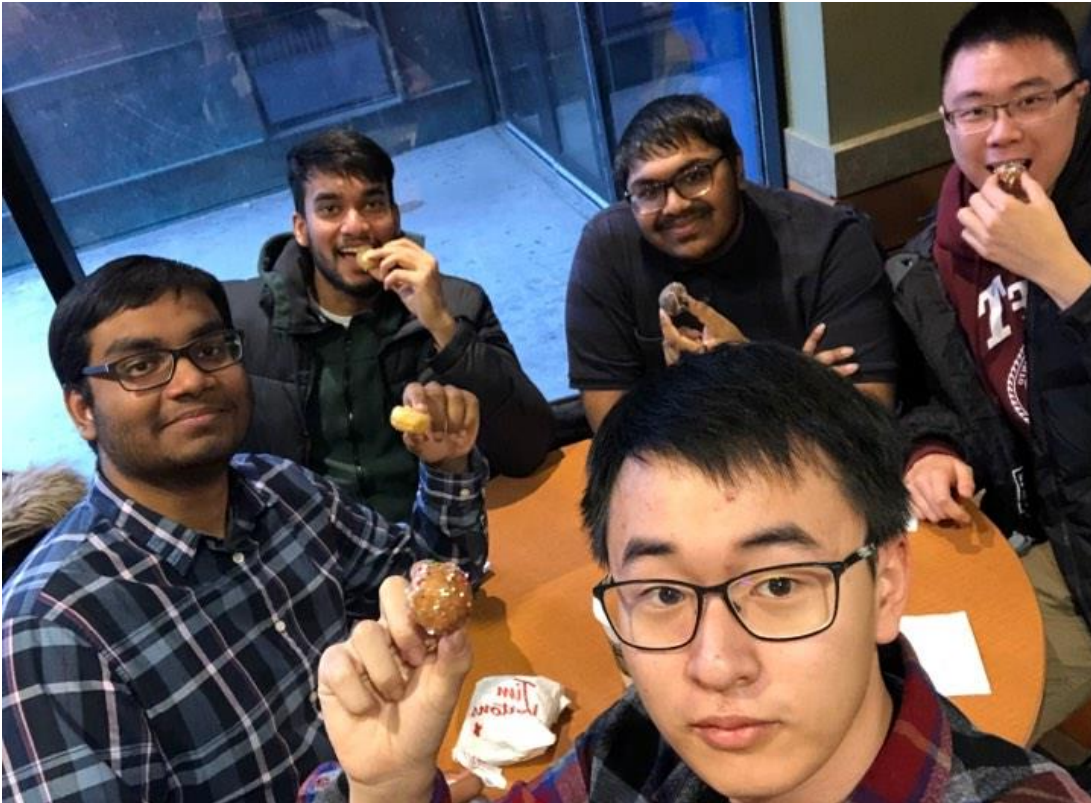
- Methods of communication (email, phone, messenger, text, ...)
 - Facebook messenger
 - Primary method of textual communication
 - Discord
 - Voice calls
 - Email
 - With TA / Professor
- Communication response times (email, phone, messenger, text, ...)
 - Expected message (Before weekly meetings, Team effort on a feature, prior to a planned meeting) - 1 hour
 - Unexpected message - 24 hours
 - If a member will require more time to respond, let the team know in advance
- Meeting attendance (when to meet, where, whether all meetings are mandatory, ...)
 - Wednesday 5pm/6pm [IC-406]
 - (In-person weekly meeting)
 - [Mandatory]
 - Thursday 4pm [In or after tutorial]
 - (In-person planned meeting)
 - [Not Mandatory]
 - Online Calls [Discord]
 - (When necessary -> possible days include Tuesday, Friday and Saturday)
 - [Mandatory for developers involved in topic]
- Running meetings (who takes minutes, ...)
 - Meeting Notes - Jordan takes minutes on Google Documents
 - At the beginning, each member describes their progress
 - Scrum Master - Arnob
 - Has the final say on the points assigned per subtask
 - Responsible for final submission onto GitHub
 - Backlog Refinement
 - Scrum Poker - point allocation and then discuss if it's different
 - 1 point ~ 1 hour
 - Select tasks to work on during meeting
- Meeting preparation (whether preparation is needed, what to prepare, ...)
 - Know what you completed and what you need to complete
 - Important things discussed in group chat or the last meeting
 - If story points are/were disproportionate, ask for revaluation
- Version control (what to/not to commit, content of log messages, ...)
 - Git

- Don't commit stuff in gitignore
 - Can clarify if a required file is in gitignore file
 - Can clarify if a file that should be in gitignore file is not in the file
- Create a separate branch for each task / subtask.
 - Push to the main branch once subtask is done and reviewed (At least 2 Approvals)
- Log Messages
 - Clear, concise, complete, correct
- Division of work (how to divide work, who will decide who does what, ...)
 - Organized via points
 - Trello
 - Divide each task into subtasks with points
 - Each member picks a subtask to work on
- Submitting deliverables (when to submit, who will submit, who will review the submission, ...)
 - Everyone will have their work done 24 hours in advance
 - All members must review it, and the work will be merged, formatted and submitted within 12 hours of the deliverable deadline
 - Scrum Master (Arnob) will be responsible for the final push onto GitHub
- Contingency planning (what if a team member drops out, what if a team member consistently misses meetings, what if a team member is academically dishonest, ...)

We suggest that in these cases, a team promptly seeks help from the instructor. It is important not to let such situations escalate

 - Let team know ASAP if a team member plans to drop the course
 - Distribute the ex-member's work among the remaining team
 - Missing meetings
 - If a member expects to miss a meeting, let the team know in advance
 - 12 hours before the meeting
 - Warning if a member misses without an excuse
 - Second offence will owe the team a pizza
 - Third offence will be reported
 - Academic Dishonesty
 - Ask team for assistance for help if required
 - Consult group if an action counts as plagiarism
 - If someone is caught, the group will promptly seek help from the instructor

Crew Meal



We shared some delicious timbits

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

[Signature]

AE

Arnob

Rish

[Signature]
