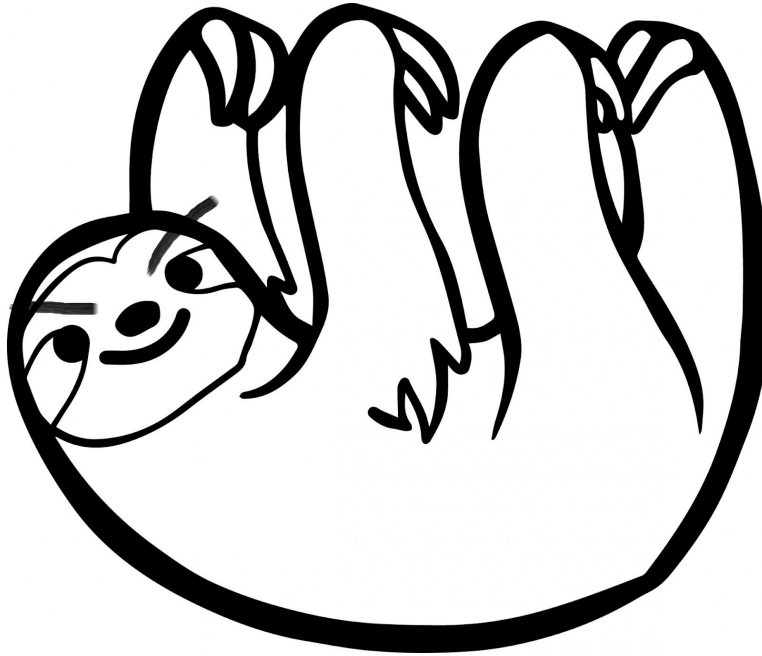


# Angry Sloth

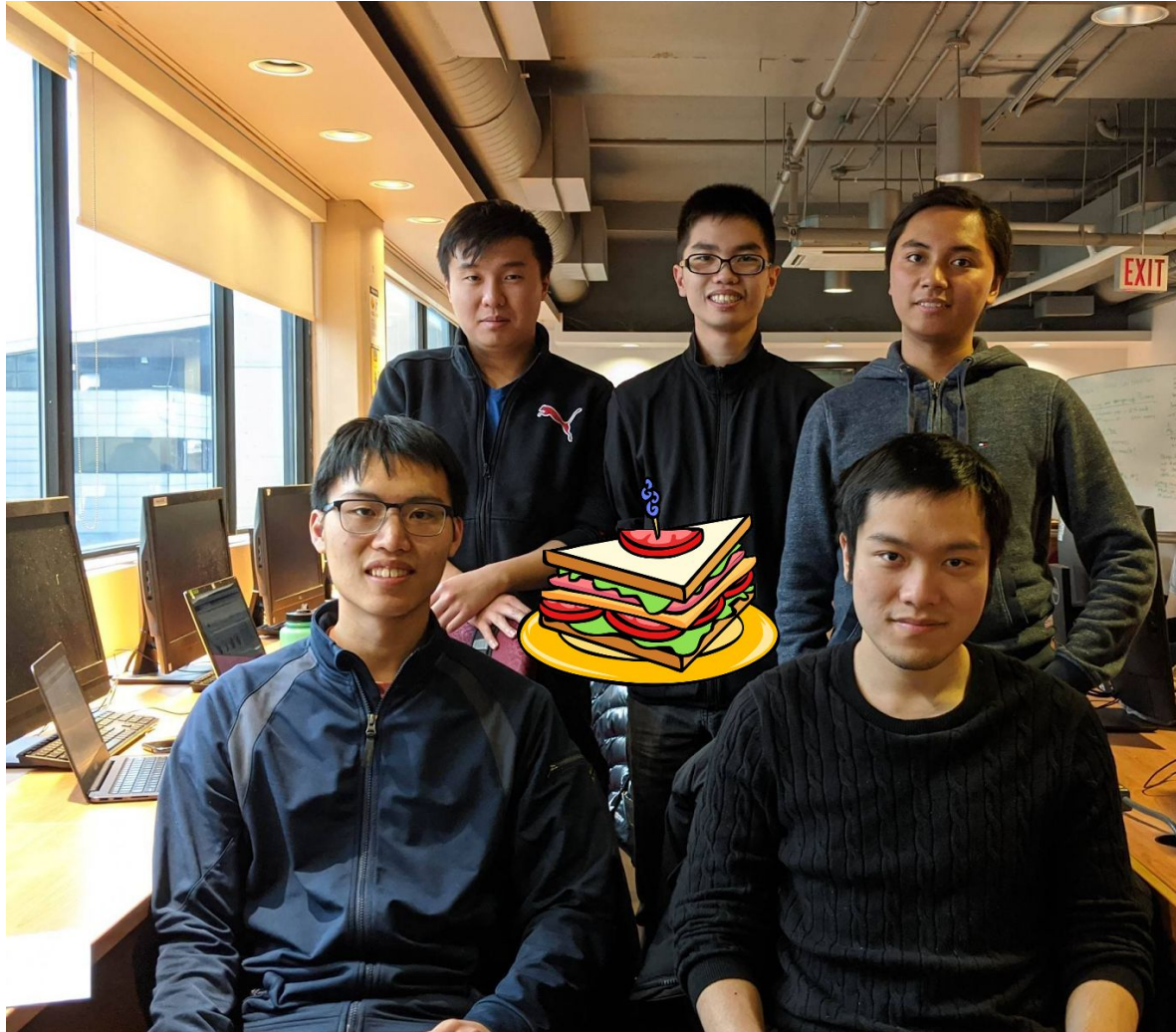


Sin Chi Chiu, Jason Fong, Jeremy Lai, Mark Padilla, Gavin Zhang

<b>Meet the Team</b>	<b>3</b>
Team Angry Sloth: We're not fast, but we are furious	3
Team Goals	3
Strengths	4
<b>Meet the Members</b>	<b>5</b>
Sin Chi Chiu	5
Jason Fong	5
Jeremy Lai	6
Mark Padilla	6
Gavin Zhang	7
<b>The Team Agreement</b>	<b>8</b>
The Agreement Process	10
The Communication	10
The Meeting Times	10
Version Control	10
Division of Work	10
Submitting Work	10
Contingency Planning	10

## Meet the Team

Team Angry Sloth: We're not fast, but we are furious



The Team's first "meal" together

## Team Goals

- Gain valuable real world experience working on a massive open source project
- Contribute meaningful and useful software to a real world project
- Work together to the best of our abilities, to create the highest quality software possible

## Strengths

- Real world job experience including Mobile Development, Web Development, Test Development, QA Automation Engineering and Integration Testing
- A wide base of computer science knowledge in various fields such as artificial intelligence, embedded systems, human computer interaction, machine learning and web development
- Strong communication with all team members being readily available to contact at almost all times
- Diligence and dedication to deliver quality products on time

# Meet the Members

## Sin Chi Chiu

Sin Chi Chiu is currently a candidate for the Honours Bachelors of Science in Computer Science Software Engineering Stream at the University of Toronto Scarborough.

Sin Chi is a self-motivated, goal driven team player who is passionate about software testing and delivering quality products. He has the ability to multitask and work in a fast-paced environment. His proficiencies include C, C++, Java, Javascript, Python, Powershell scripting, Windows kernel debugging, and regression testing.

Sin Chi has previously worked in a large scale software development environment with over 200 developers as an integration developer. He is experienced in using a variety of tools in integration testing and defect triaging. In addition to software development, he also has a solid knowledge and understanding of PC architecture and components.

In his spare time, Sin Chi enjoys reading, working with homelab, and trying out new technologies.



## Jason Fong

Jason Fong is currently a candidate for the Honours Bachelors of Science in Computer Science Software Engineering Stream at the University of Toronto Scarborough.

Jason has experience with working in teams on software projects in classes and in the workplace. From these experiences, he has developed an understanding of quality assurance and development perspectives. Jason is proficient in C#, Python, C, Java, JavaFX, SQL, HTML, CSS, JavaScript, jQuery and Git. Jason has also taken a French course at UTSC.

Jason is a team player who values team suggestions and is always looking to improve.

In his spare time Jason enjoys running, watching Star Trek reruns, and hockey.



## Jeremy Lai

Jeremy Lai is currently a candidate for the Honours Bachelors of Science in Computer Science Software Engineering Stream at the University of Toronto Scarborough.

Jeremy has a vested interest in learning new technologies required for any task he undertakes, as well as for current personal projects that utilize Flutter and Unity. He has experience in working efficiently in a team to complete software project tasks. He is also a well-disciplined and dependable team player, willing to assist people when necessary. Jeremy has proficiency in different programming languages which include, Java, C, C#, JavaScript, Python and SQL, and experience working in Windows and Linux ecosystems. Jeremy also has fluency in Cantonese and Japanese, and has participated in an exchange program to Japan.

In his spare time, Jeremy enjoys gaming, game creation, music composition and reading modern Japanese literature.



## Mark Padilla

Mark Padilla is currently a candidate for the Honours Bachelors of Science in Computer Science Software Engineering Stream at the University of Toronto Scarborough.

In 2016, Mark launched an Android app on the Google Play Store that has since acquired over 60 thousand installs. He continues to maintain the app and publish regular updates while communicating with 12 thousand active users.

Mark has professional experience in QA and test automation from two Co-op placements at tech companies. He is also an avid learner of new technologies and currently works on personal projects involving Flutter, NodeJS, and React. His proficiencies include Java, Javascript, C#, C, Python, Dart, SQL, Git, and the Linux ecosystem.

In his past work positions, Mark has demonstrated independence and initiative while also exhibiting team player qualities. At university, he has led several group projects to receive grades in the range of 80% to 90%.

In his spare time, Mark enjoys reading literary fiction, storywriting, and gaming.



## Gavin Zhang

Gavin Zhang is currently a candidate for the Honours Bachelors of Science in Computer Science Software Engineering Stream at the University of Toronto Scarborough.

Gavin has experience in various fields of Computer Science including Embedded Systems, Human Computer Interaction and Machine Learning as well as real world experience in Web Development. Gavin is proficient in C#, C++, Java, HTML, CSS, JavaScript, Python, SQL and is experienced working on Windows, Mac OSX and Ubuntu. Additionally, Gavin can speak Mandarin and Chinese, and is able to read French.



Gavin is a dependable, organized team player who is very open-minded. He is always ready to take on a leadership role whenever required.

In his spare time, Gavin enjoys gaming, swimming and skiing, as well as keeping up with current events.

# The Team Agreement

## Methods of communication:

- Primary IM: Messenger, Discord
- Email if necessary
- Emergency: Cell Phone
  - Sin Chi Chiu: 647-607-9654
  - Jason Fong: 416-655-6829
  - Jeremy Lai: 647-818-7893
  - Mark Padilla: 647-244-1301
  - Gavin Zhang: 647-982-0211

## Communication response times:

- About 12 hours max, but phone should be immediately

## Regular Meeting times:

- Team Meetings: Thursdays @ 4pm EST
- Other Meetings: TBD

## Meeting Attendance:

- Mandatory unless you have a valid excuse

## Running Meetings:

- Team Meetings: Any available meeting space (decided on a weekly basis the day before meeting)
- Other Meetings: TBD

## Meeting Preparation:

- Prepare the previous day: decide location, time, etc.

## Version Control:

- Push significant changes only
  - Eg. Added large block of code or a new function
- Log messages should list, a quick summary, and at the function level:
  - Added
  - Modified
  - Removed

## Division of Work:

- In general, even split between all members, specifics will be decided upon seeing requirements

## Submitting Work:

- Everyone reviews deliverable on Sunday
- One person will be submitting it and will rotate each week

## Contingency Planning:

- Each person has a backup, someone who is aware of exactly what another person is doing in case the other is unavailable for whatever reason



- Cutting features to meet deadline, in the scenario in which we fall behind non-essential features will be cut at the discretion of team members responsible for them but must inform the team of this beforehand

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We accept these guidelines and intend to fulfill them

\_\_\_\_\_ Date: \_\_\_\_\_

\_\_\_\_\_ Date: \_\_\_\_\_

\_\_\_\_\_ Date: \_\_\_\_\_

\_\_\_\_\_ Date: \_\_\_\_\_

\_\_\_\_\_ Date: \_\_\_\_\_

## The Agreement Process

### The Communication

- Messenger and Discord provide instant access to the rest of the team whereas email does not, but email is still useful when transferring files
- In emergencies, by far the easiest way to reach anyone is by phone
- 12 hours is a perfectly reasonable time frame for a response, especially among a team with vastly differing sleep schedules

### The Meeting Times

- Thursdays @ 4pm EST are a time when all members of the team are not only available but also on campus. As well, meetings in person are significantly easier than via the web
- Due to all members owning laptops/tablets etc. any available space will do for a meeting
- Of course, for Agile based development, all team members are required to be present
- Emergency meetings will be scheduled when needed at the discretion of the team members

### Version Control

- Significant changes should be logged properly and smaller changes should be packaged together to reduce the total amount of commits

### Division of Work

- Due to not knowing the specifics of what bugs or features will be worked on at this time, division of work will be done per bug or feature during the planning meeting

### Submitting Work

- A singular person submitting work to the main branch that has already been compiled together reduces issues from conflicts and should stop last second delays from occurring

### Contingency Planning

- Life is unpredictable and therefore at least one other team member should be able to cover for a team member that is unavailable at the time due to extraneous circumstances