CSCD01 - Team I/O

Deliverable 0: Introduction and Team Agreement

Robert Augustynowicz
Omar Chehab
Jinyang Hu
Dennis Tismenko
Jinming Zhang

Introduction

Team I/O

Goals

For many members of our team, this course project will serve as a milestone in our Software Engineering careers as our first open source contribution. With that said, one of our primary goals as a team is to have our pull request(s) merged and knowing that we were able to contribute positively to the open source community. We believe that the experience obtained working on a large-scale open-source project will significantly benefit us by providing insight as to how these projects are developed and maintained. Similarly, the experience working with a large, unfamiliar codebase will give us the opportunity to learn how we can apply our existing knowledge -- including design patterns, coding abilities, and newly obtained knowledge of software engineering processes -- to positively influence a functional, widely-used product.

Skills

Our team's primary strength is web development (ie. React, HTML, CSS, JS, Node, MongoDB), as every team member has proven experience working on a web application. Likewise, Java development is another skill shared among every team member in our group. Despite this, our team of motivated developers would be willing to learn a new programming language for this project if necessary, as we believe that our ability to quickly learn and adapt to a new programming language makes us capable of doing so.

Biographies

Robert Augustynowicz

I am in the last year of the Software Engineering specialist. I will be graduating this May and am excited to work in the field of software development. I have worked mostly, and have the best experience in a Java environment, but I want to focus my work and practice on web development as I see many opportunities there. I already have some experience in the field by partaking in a CSCC09 website project but would like to greatly expand on my skill set. Other than that I have an interest in database design and management gained from enjoying CSCC43. When working on projects in a professional environment I strive not only to better myself, but those working with me. Seeing a co-worker struggle or ask for help, I do my best to engage and try to help them the best I can to further the overall goals of the project. Also, if I myself run into difficulties I do not put pride over the group goals, and seek guidance to keep the task on schedule. Overall, I do my best to work well both for and with the team, striving for excellence in all I do.

Omar Chehab

I am a fourth year student specializing in Software Engineering. I am 21 years old, turning 22 in March. Some people call me a workaholic, because I enjoy working in my free time. Personally, I don't consider it working because I love doing what I do. I've been working on my startup ManageUN for the past 3 years with the support of The Hub. I also freelance with a company called 247studios, where I spent the majority of my time as a web developer. Recently, I've been certified by Google as a Mobile Web Specialist. I pursued this certification to boost ManageUN's
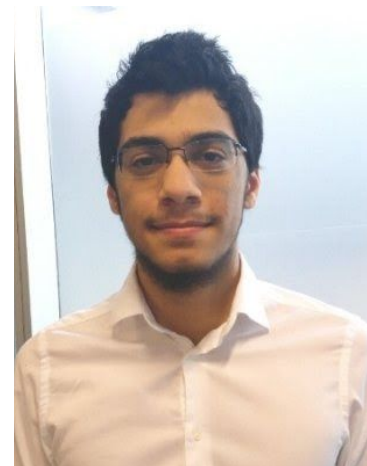
credibility. Through my extensive background in web development I'm ready to be a leader in this project. This semester, I plan on playing basketball at least twice a week at Pan Am's. I am excited to work on this project with my team and I think we are off to a great start.

Jinyang Hu

I am a fourth-year student specializing in Information Systems and graduating at the end of April 2020. I have proficient computer programming skills in different languages including Java, Python, C, and C++. I don't have too much experience with open source projects, but I have a similar experience of working on an Android project with over millions of lines of codes. I have experience in web development. Currently, I am running an online poker game which was built in CSCC09 with my team. The game is created with JavaScript and REACT, hosted on Amazon EC2 service. Although it has 0 players, we still keep updating the game and make improvements. I am very interested in system security and reverse engineer. I am currently working on FPS game reverse engineering and trying to understand data structure. I am really excited to work with my team this semester and I believe we will have a great work.

Dennis Tismenko

I am a fourth year Computer Science student specializing in Software Engineering. Having worked as a full-stack developer in a professional environment for various employers for more than 2 years, I have developed a proficiency with a diverse set of frontend, backend, and database technologies. On the frontend, I am proficient in React and JSP for web development and Java for native (desktop and mobile) applications. Working on the backend, I am proficient in both NodeJS and Java EE. While my most recent work experiences have been spent writing in

Javascript, I have written code in Java for nearly 6 years, and I am very comfortable developing most types of software in Java. Likewise, I am very knowledgeable in SQL databases (Oracle, MySQL) and NoSQL databases (MongoDB). While most -- if not all -- of my experience can be described as Full-stack web development, I am always open to challenging myself to learn new technologies, languages, and frameworks, and I am usually taking an online course or reading a book about these technologies to enhance my breadth of knowledge. Most recently, the prevalence of data analytics in the field of Computer Science has made me interested in machine learning. On the other hand, when I am not developing, I am usually gaming -- consequently, I have numerous side projects involving game development (in some form), and I have even considered a career in game development. Ultimately, I am looking forward to challenging myself by contributing to my very first open source project and working alongside my talented peers, two of whom were my previous coworkers.

Jinming Zhang

I'm a fourth year student specializing in Software Engineering. I'm interested in mostly game development and some web development. I would like to pursue a game developer career and have been taking courses that could be helpful such as Computer Graphics and Artificial Intelligence. In addition I also completed a web development course and gained some general interests in web development. In the project I collaborated with a team of three and delivered a simple social networking web application powered by NodeJS and MongoDB. I also had one year work-term experience where I gained great teamwork and communications skills. Although I don't have experience working on open source projects, based on my several years of coding experiences and courses completed during university study, I believe I'm capable of picking up a programming language in a short period of time and making contributions to the target project. I'll try my best to collaborate with and contribute to the team.

Team Lunch
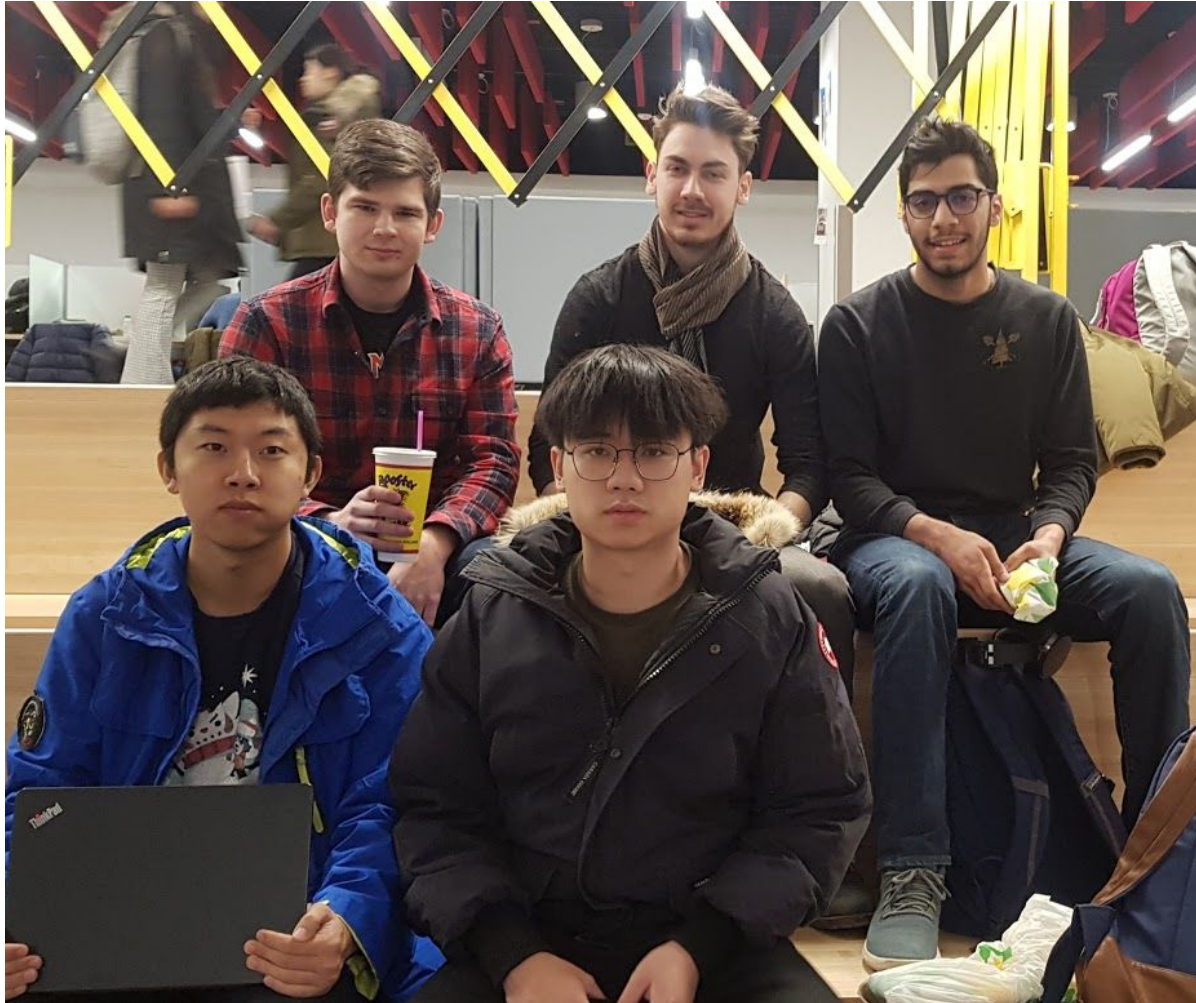
Team Agreement

Methods of communication

Facebook messenger will be used for all forms of communication for this project. All team members have joined a group chat that will be used solely for communications related to this project. **GitHub Projects** will be used for user stories, issues tracking and sprint progress tracking.

Communication response times

Team members must comply with the following guidelines for response times -- on **weekdays**, team members must respond to any message addressed to them by 10:00pm. If a message is addressed to a team member and is sent after 9:00pm, the receiving team member has until 10:00pm the following day to respond to the message. On **weekends** (beginning Friday @ 9:00pm), team members have until Sunday @ 10:00pm to respond to the message.

Meeting attendance

For in-person meetings, attendance is mandatory and punctuality will be strictly enforced. To be exempt from an in-person meeting, one must provide a valid reason before 9:00am and notify all group members in the Facebook messenger group chat. Valid reasons include illness, extreme personal reasons, or significant academic commitments. Formal proof/documentation is not normally necessary; however, if a single team member doubts the legitimacy of the claim, they may request formal documentation. Then, the team member who has missed the meeting must present valid documentation for the reason they failed to attend the meeting. Exceptions to this are meeting cancellations due to school closures or inclement weather.

Running meetings

Thursdays @ 3:00pm - 4:00pm (can be extended until 5:00pm if necessary)
Location: IC Linux Lab (face-to-face)

Mondarys @ 8:00pm - 8:30pm (can be extended until 10:00pm if necessary)
Location: online (Zoom)

Meeting preparation

In anticipation of a meeting, the members of the group will prepare any issue which they plan on bringing up to the group. For the first meeting at the start of a new deliverable everyone is expected to have read the document and what is outlined for completion, allowing the group to save time discussing what needs to be done and how. For the final meeting before a deliverable is due, each member should be prepared to present their completed work for review by the group before a final submission is made.

Version control

Github will be used as a system of version control for the project. When working on the project, each feature will be done on a separate branch -- named after the feature that is being developed or fixed -- and then merged to the master. When working on this project, each member **MUST follow the contribution guidelines of the open source project**. When commiting to the repository each member must also use meaningful commit messages (generally, this is a requirement of the contribution guidelines). To keep the project well organized, the master branch should always be a working version of the project. For each deliverable, each team member must first merge the master branch into their respective feature branch to ensure working functionality; then, when the code is thoroughly tested and test cases pass, it can be merged back into the master branch.

Division of work

Tasks/user stories for a sprint will be determined during the in-person Thursday meeting. Once the user stories are determined, they will be allocated to each member of the team on a voluntary basis (ie. each individual should be willing to contribute to one or more user stories in the sprint, as necessary). In the case where a team member does not voluntarily select a user story, they will be assigned one (or more, as necessary) and be required to complete it.

Submitting deliverables

Upon the completion of a deliverable, each submission will be revised by 2 group members for correctness as well as completion based upon the handout. This will be done on a rotational basis. The use of 2 people is to both divide the labour and to

ensure that all work is checked by a person other than the author. A deliverable must be **completed anytime before 4:30pm** on the day it is due, and the deliverable must be **submitted before 5:30pm** on the day of the deadline. One of the 2 team members reviewing the submission must submit the deliverable and **notify all team members** in the Facebook messenger group chat that the deliverable is submitted. The other reviewer must verify that the deliverable was submitted and **notify all team members** (in the group chat) that they have verified that the deliverable was indeed submitted.

Contingency planning

- In the event that a team member is **late for a meeting**, for every minute after 3:10pm, they owe the team 1 timbit.
- In the event that a team member is **late to respond to a message**, for every hour after 10:00pm, they owe the team 1 donut.
- In the event that a team member **misses a mandatory team meeting** (without team approval or valid documentation), their first offense will be a warning and they must buy the team a box of 20 timbits. Further offenses will warrant a discussion with the TA and/or professor.
- In the event that a team member **drops out of the course**, their tasks will be reassigned to the remaining team members and the TA and/or professor will be notified immediately.
- In the event that a team member **commits academic dishonesty** and is caught PRIOR to the submission deadline, that team member will be asked to make proper attributions or remove plagiarized work. Failure to comply will result in a meeting with the TA and/or professor and disownment from the team.

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

-Robert Augustynowicz   -Omar Chehab

-Jinming Zhang

-Jinyang Hu

-Dennis Tismenko