Team Introduction

Team name: BJDJ

Goals: As a team, our goal for this project is to provide functional, well developed extensions to some existing product. We want to practice and improve our skills in software development, communication, teamwork and agile development. We also want to learn how to manage and contribute to existing large scale projects. Last but not least, we want to have fun and get to know each other. learn from this experience.

Strengths: From our teams previous experiences, our greatest strengths are working in a scrum environment and backend development. Our team members are comfortable with each other, where we can openly share and discuss thoughts and opinions. Brennan and Johnson have worked as QA testers for different companies so our verification process will be more thorough. Some of our members have already contributed to open source software in the past and are able to guide the other members through the process. Additionally, as we are a group of fourth year students, we are well versed in many different languages which will allow us to operate comfortably with new languages and frameworks.

Biographies

Brennan Law:

Brennan Law is a fourth-year computer science student at the University of Toronto Scarborough. Some of his strengths include problem-solving and attention to detail, developed through academic experiences such as mathematical and computer science courses. During his second year of post-secondary education, Brennan completed a co-op work term at CaseWare International as a Test Developer, where he contributed to quality assurance activities including writing test plans and working with automated testing. This experience provided him with an opportunity to practice and develop skills such as coding, teamwork and working in an agile environment in a professional setting. One of Brennan's most important values is integrity which is something he is mindful of when tasked with a responsibility. He works hard to accomplish goals he sets himself while avoiding as many shortcuts as possible. When Brennan produces work he feels should be of higher quality, he feels obligated to improve it to the best of his ability.

Johnson Zhu:
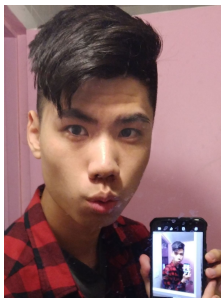
Johnson is a fourth year student at the University of Toronto Scarborough in the Software Engineering Specialist stream. He started programming with Visual Basic 6.0 at the age of 15. His passion for computer science has led him to develop various applications using Python, Java, C, HTML, CSS, JavaScript and SQL. Johnson is fascinated by the application of software throughout all the fields outside of the world of computer science. As a result, he hopes to progress his career by developing software for an assortment of companies in different industries such as health care, business, food, entertainment, manufacturing, etc. He has begun this journey by working at the Ministry of Health and Long-Term Care for 8 months as a part of their Quality Assurance team which tested a web application that helps doctors manage vaccines and drugs for their patients. From this experience, Johnson has learned to work in a professional environment and communicate effectively with the developers and the business team to provide public health units with an informative, accurate, and secure health portal.

Xu Dong Li:

I am a 4th year computer science student specializing in software engineering stream. I am not in the coop program, so I am less experienced than my other team members, but I am eager and open to try and learn from them. I've done Python, Java, C, JavaScript in previous courses, and I've worked with NodeJS in C01 and C09. I've also got some experience in using Robot Framework for automated acceptance testing in C01, SocketIO for network communication in C09 and Heroku for deploying the C09 project. I am responsible and hard working; I do my best to complete my assigned tasks as well as look to learn and solve any problems that I face. I am looking forward to working with the team and learning more software developing skills from my team members to improve myself.

Jonathan Jarvi:
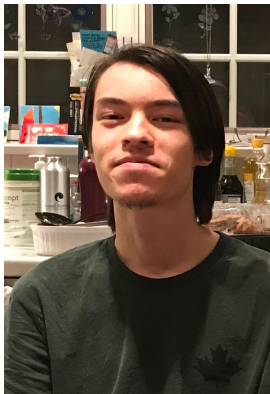
Hi I'm Jonathan Jarvi, a fourth year student at the University of Toronto Scarborough in the comprehensive specialist stream. I developed my love for programming alongside my love of video games. My first contact with programming was within a game called roblox where I developed a rudimentary understanding lua to help create my own levels in the game. I took several courses on computer science during highschool and competed in several competitions as well. Now in my last year of university I am proficient with C, java, javascript and python. I am also proficient in nodejs, and during my CSCC09 project I became well versed with webrtc. As well as being thoroughly engrossed with video games, I also enjoy reading a variety of different fantasy novels during my spare time.

Share a Meal

Team Agreement

Methods of Communication
- Communication/messages between teammates will be primarily through Discord messages and/or voice calls
- Communication hours will be between 9:00am-12:00am, Mon-Sun

Communication Response Times
- Discord message will be responded to within 4h of time sent, as long as its at a reasonable time (i.e. not at 3 am)

Meeting Attendance
- Mandatory meetings will occur on Fridays, after the tutorial
- Optional meetings will occur at 9:00pm on Discord call, Monday-Friday

Running Meetings
- Mandatory meetings will take place near tutorial room
- Remote Discord voice calls will be used for optional meetings and when needed

Meeting Preparation
- Team members will keep up to date by reading all commit messages before meetings
- Team members will provide updates on their tasks completed and tasks to be accomplished during each meeting
- Team members should be ready to present their code for a code review session

Version Control
- The team will use git for version control
- Team members should not commit any broken code/ non compiling code, as well as any auto generated files
- Team member should commit meaningful messages that describe or explain the major changes

Division of Work
- Tasks will be self-assigned at the start of each sprint
- Each member will have approximately an equal number of story points assigned each sprint

Submitting Deliverables
- Project deliverables will be submitted at least 1h prior to the due date/time
- The team will collectively review the deliverable submission
- The group leader Brennan will submit any non individual work

Contingency Planning
- If a team member drops out or fails to adequately contribute to the project, the team will seek help from the instructor or TAs and remaining tasks will be split evenly between remaining team members

We accept these guidelines and intend to fulfill them: