Team Anyalgorithms

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Kia Naderi

Ricky Chen

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Team Introduction

Team Goals and Strengths

Hi there! We're Team Anyalgorithms. We are a group of computer science students at the University of Toronto Scarborough (Scarborough), who are excited to work on OSS for CSCD01.

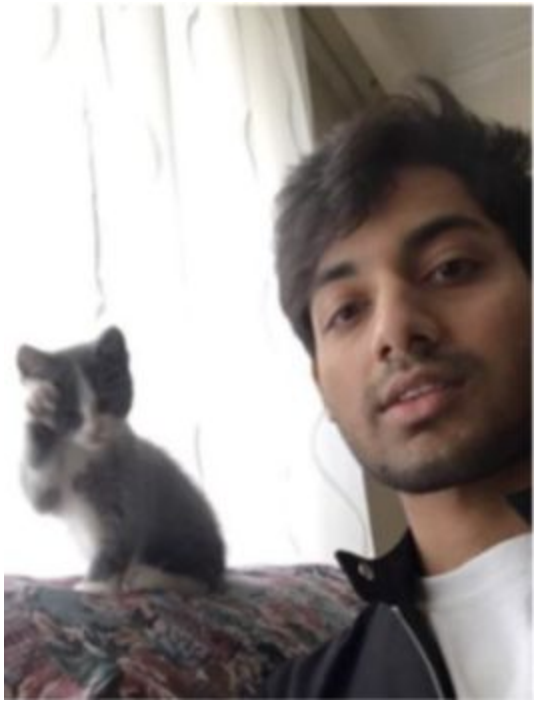
Team Anyalgorithms' goal for CSCD01 is to effectively work on open source software and contribute to the public for the better. We plan to do this by using our skills learned at the University of Toronto and improve OSS by making it more usable by utilizing software design patterns learned in class. We plan on contributing to either Mozilla, JUnit5 or Matplotlib, as we are familiar with them. Our team is proud to say that we have strong communication and teamwork skills gained through co-op work experience, personal projects and school projects. All team members have experience with communication tools such as Trello and Slack, from previous computer science courses taken at UTSC. In addition, we have all worked in an Agile methodology from previous experience whether it be from school courses or in the workplace environment. With our team 10+ years of experience in computer science, we are confident we can make a positive difference for the future of OSS.

Share a Meal

Fig 1. Here is a picture of the team all sharing a meal together. We are (from left to right), Jon, Ricky, Ahmed, Kia.

Team Members

Ahmed Sirajuddin

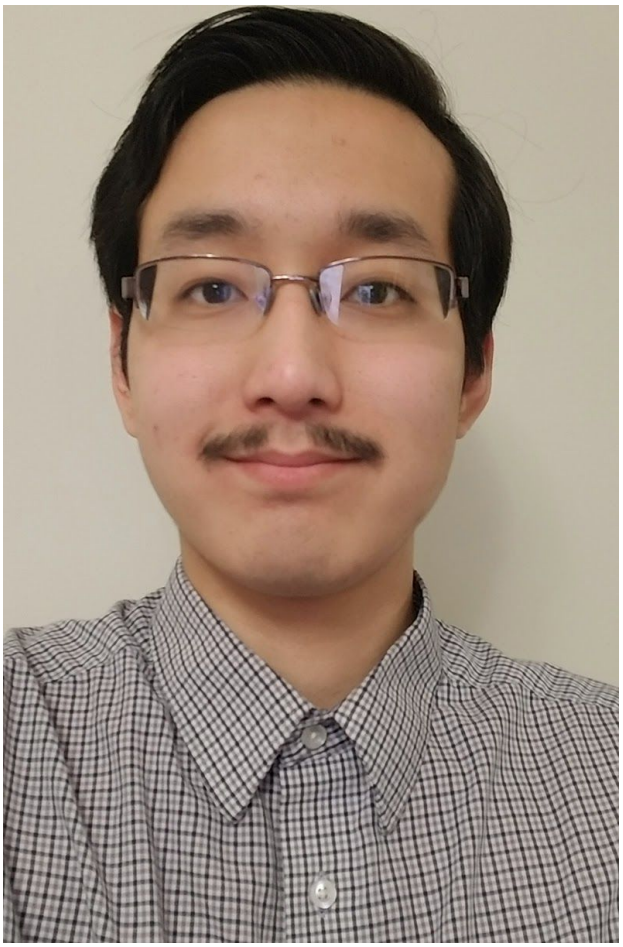


I am currently a 5th year Computer Science student at the University of Toronto (Scarborough) campus specializing in the Software Engineering stream. I did my co-op work terms as a Web Developer at Ontario Power Generation, located in Pickering, Ontario. During the work terms, I worked with a small team of software developers to develop websites that many employees used, and handled feedback to improve existing websites for OPG.

After I graduate, I plan on working in the software engineering and app development field. My goal is to develop and create software that is beneficial to society and is ethical. I also want to help promote good web practices (making sure the internet is free and usable to everyone), and prevent bad practices (such as website's tracking and selling user information without their permission). I have experience working with HTML, CSS, JavaScript, AngularJS, Python and Django (a Python web framework). My favourite course in university that I have taken so far is CSCC09 (Programming on the

Web) where I worked with two other students to develop a website where people can collaboratively create images, write code, chat with each other live and manage a to-do list.

Jon An



I am a 3rd year co-op student at the University of Toronto (Scarborough) campus studying the Software Engineering stream of Computer Science. I have worked for the Ministry of Education to ensure the quality of the software in development. I made and updated bug reports which described their behaviour, the process involved in reproducing them, and whether they have been fixed after an update. I have also programmed numerous automated tests for the software that ensured its core features functioned as specified.

I have enjoyed going through the process of designing and implementing software with teams throughout numerous projects. Each project has its own set of challenges and I

have learned much from overcoming them alongside my teammates. Regardless of whatever specific position I may take after graduation, it is my goal to be a cooperative, communicative and productive member of any project so that I can do the best I can to foster mutually beneficial relations with clients and teammates in the future.

Kia Naderi

I am currently a 4th-year computer science student specializing in software engineering at the University of Toronto (Scarborough) campus. I have taken various courses related to software engineering. During these courses, I became familiar with software development processes such as scrum and learned how to effectively work in a small team of developers. In my favorite course CSCC01(Introduction to software engineering) I worked in a team of four to help make a web app that helped schedule trips for travelers. The web app was developed using the MEAN stack. In my free time, I enjoy taking online courses to learn about new technologies and incorporate these technologies within the projects I'm working on. Through the courses I have taken and

the projects I have worked on I have become well acquainted with Java, JavaScript, HTML, CSS, and Python. In the future, I plan on working as a front end engineer as I have enjoyed front end development more in the projects I've worked on.

Ricky Chen

I am currently a 4th year computer science student studying at the University of Toronto (Scarborough) campus in the software engineering stream with an expected graduation date of September 2020. I have dedicated my craft to computer science and with a passion, I strive to improve myself through every opportunity that strikes me. I regularly research recent programming trends and practices to make sure my skill sets are up to date with a focus on the following programming languages: Java, Python, and JavaScript.

Outside of school, my hobbies include attending Microsoft sanctioned events and tournaments for games, web development and staying indoors. I regularly consult my

peers for inspiration and advice for extracurricular projects and random things in life. For me, the most important thing I have is my relationships with my friends and family and I strive to be the best I can be every day of my life.

Team Agreement

Methods of Communication

Our team will be using Slack for communication. This is because it is widely used and provides a lot of essential features, and is a quick method of communication (as opposed to email). It provides useful features such as pinning important documents and creating different Slack channels for different purposes. Our team will also use Trello for Kanban and managing workflow. Trello is very easy-to-use, also widely used and makes managing work easy (by clearly separating tasks, assigning tasks to group members, and seeing the status of each task). We will also use Google Docs, where our work will be written out, as it makes collaboration easy. We will also use Google Hangouts for talking to each other off-campus, and meet and communicate on campus in person on Thursdays.

Communication Response Time

Our team agreed that our communication response time should be within 24 hours, through Slack. If a member cannot access Slack, U of T email will be used. Ideally, we would try to have a response time of a couple hours.

Meeting Attendance and Running Meetings

All of our team members have agreed to meet on Thursdays at 3 pm in the IC building. All meetings are mandatory for all members. If a member cannot meet in person, then the member should try to meet through phone or Google Hangouts. In addition to our Thursday meetings, our team will meet through Slack or Google Hangouts whenever necessary. The team member taking minutes will alternate, and we will take turns.

Meeting Preparation

All team members will prepare for the meeting by coming to the meeting with information on the work they did, the issues they faced when working (what went right, what didn't), and what they plan on doing in the future. This will ensure the team knows

where all team members stand in terms of work, and can help the team progress through the deliverables in a timely and successful manner.

Version Control

Our team will be using Git for version control and Github to manage repos. Our group has agreed to commit working code and to test the committed code before merging to master. Before making a final merge to master, one other member (who wasn't assigned the task) will verify that the code works and does what it is expected to do. Log messages should be concise. Each branch created will have a Trello issue created for it, making it easy to manage tasks and see what everyone is working on.

Division of Work

Work will be divided equally. Members can pick what they want to work on. To ensure work is divided equally, team members will first agree on the difficulty of and approximate time taken to complete each task, and the tasks will then be divided appropriately.

Submitting Deliverables

One person is in charge of submitting the final deliverable, to avoid confusion. The team agreed that this will be Ricky. The other team members will verify that the submission is properly submitted. The code will be tested before it is finally submitted. The team should try to make the final submission at least 10 hours before the deadline.

Contingency Planning

In the event that a team member is sick for a significant period of time, the other members will pick up the slack and try our best to support each other as the project continues. If a team member drops out, the remaining work will be divided equally amongst the remaining members. In the event of minor disagreements, we will try to fix the issue ourselves and use the team agreement to resolve the problem. However, in the event that a group member is not doing any work at all, is consistently missing meetings or is being academically dishonest, the rest of the team will go to the TA or the

instructor to INSIST that he be removed from the group and receive no credit, or seek help from the TA and instructor about dealing with the issue.

Agile Methodology and Scrum

Our team decided to use agile and scrum practices. We will have weekly sprints and use Trello to manage workflow and the tasks each member is working on. We will have weekly meetings, as discussed earlier in the team agreement, where team members update each other on their work. In the weekly meetings, we will also discuss the tasks needed to be completed for the future in order to successfully finish the project.

Digital Signatures

We have read and agree to the above terms and conditions stated in the team agreement. We understand that failure to comply will mean having to take responsibility for the consequences.