CSCD01 Deliverable 0

Team Intro

Hello, we are Team D01LAR BILLS. Our goal for this project is to dip our feet into the world of contributing to FOSS, and broaden our dev experiences. All members of our team have prior work experience and have worked with various languages and frameworks. We believe these aspects will help us succeed in this course, and have our pull requests accepted :).
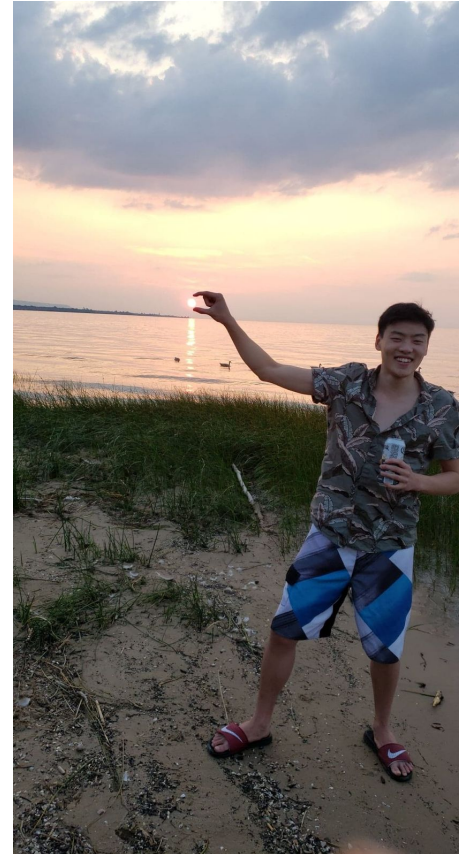
Team Members

Wesley Ma

   I'm an upper-year student Specializing in Software Engineering at the University of Toronto, looking to leverage logical thinking and collaboration in the professional industry.

   My past work experiences include working as a full stack developer at Temerity Analytics, as well as a performance tester at the CRA. At Temerity, my responsibilities included maintaining existing functionalities for an Angular/Django web app, and working with developers and designers alike to design new ones. At the CRA, I conducted both black and white box performance testing on CRA's major apps, and used various scripting and CI tools to automate workflows.

   I've also attended various Hackathons and have won prizes in two of them. For CUHacks, we built a web service that uses Martello API to notify their devs of any clients alerts through SMS, and allow them to respond directly. At CitizenHacks, we used the Keybase File System to present a concept protocol for secure data management and built several separate apps to bring our concept to life on a small scale.

Joseph Sokolon

   I am a fourth year student at the University of Toronto, studying Computer Science with a Specializing in Software Engineering. I enjoy programming both as a professional and a hobbiest, and always seek to improve my skills.

   My past work experiences include working as a full stack developer at Index Exchange and as a Test Automation Developer at Fleet Complete. At Index Exchange, I gained a wide variety of experiences working

with several systems within the Index Architecture. I mainly focused on developing new features to bring Identity based advertising to the Index Exchange Marketplace. My work consisted of developing endpoints for several APIs in Golang and Typescript, and creating components for an Angular Webapp. At Fleet Complete, I conducted both automated and manual testing on Fleet's web app, and used C# and Selenium Webdriver to automate tests.

I've also attended several Hackathons and have won prizes in two of them. The most recent was CitizenHacks, where we used the Keybase File System to present a concept data storage and retrieval protocol to secure the data of everyday individuals. We created several separate projects to demonstrate our concept, including an npm package, a keybase chatbot, and two react applications.

Edgar Sarkisian

I am a fourth year computer science student at UTSC, in the Software Engineering stream. I am really interested in android development and I have made some apps for fun, as well as iPhone apps too. In January of last year I started a Co-op at CIBC, where I worked as a junior application developer, updating and debugging an internal web-app used for on boarding and maintaining clients. One of my proudest achievements was having the opportunity to participate in CIBC innovation week, where select co-ops were put in teams of two engineers and two business analysts and asked to pitch and present a working demo for a solution to a common client pain point. Although we did not win first place I did learn a lot about the product development life cycle, from user research to design prototyping to testing.
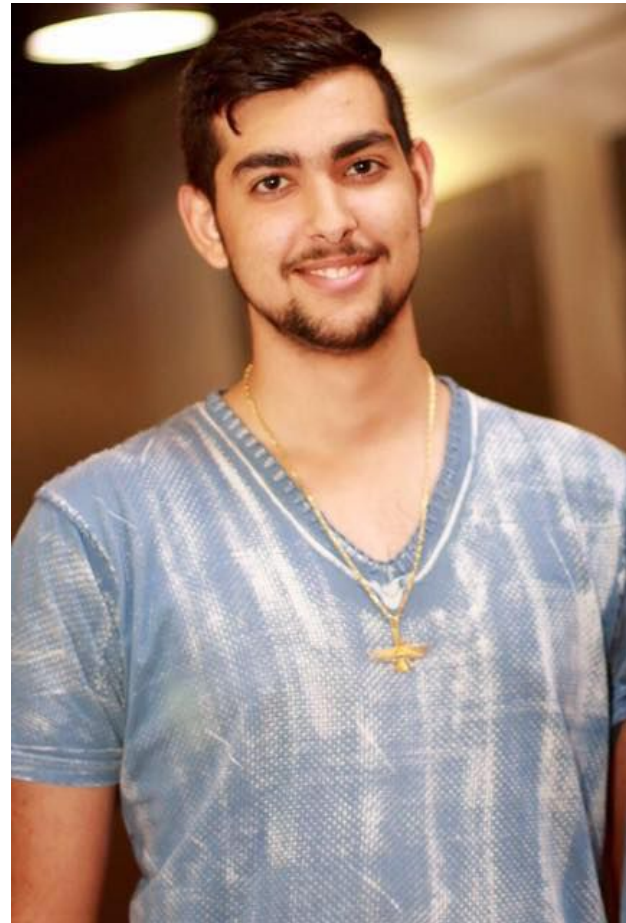
Raya Farhadi

My name is Raya Farhadi. I am a computer science major. I have 7 years of Java development experience. As well as 4 + years of experience with Python, C, JavaScript, HTML and CSS. For my first co-op term, I worked as a developer and quality analyst at the Ministry of Health and Long Term Care. I gained a lot of experience with testing and different levels of testing in my first few months before moving into a development role where I was able to use my prior Java knowledge to work on a couple different in-house apps and gained some experience with two JavaScript frameworks, React and Angular, to create prototype web apps for future projects the ministry wanted to pursue. My time on the development team also gave me experience with agile development and I'm looking forward to using that knowledge alongside my knowledge of Java to help my team in the upcoming project.

Since then I have been working as the lead web developer at Unleash Medicine, a non-profit organization that focuses on helping students in low-income and marginalized communities pursue medicine as a career. I have been using my prior knowledge of HTML and CSS to create and maintain a website that portrays up to date information about the company and their goals.

Team Expectations Agreement

Methods of communication

Discord will be our primary method of communication. We chose to go with Discord as it's something we're all familiar with and we use daily anyways. It also allows us to create various channels to organize the topics of our conversation.

For urgent matters/emergencies, text:
Raya Farhadi (416-807-9262)
Joseph Sokolon (705-808-2706)
Wesley Ma (416-948-8077)
Edgar Sarkisian (647-389-6596)

Communication response times

Weekdays - Throughout working hours, please respond reasonably with 4-5 hours of being notified
Weekends - Within day

Regular meeting times

Monday, 10-11am Marketplace Cafeteria
Thursday, 3-4pm After D01 LEC (optional secondary meeting)

Meeting attendance

Weekly meetings are mandatory (in person). Excused in case of illness. If you are ill, please let all of the team members know in Discord. Max 3 meetings can be missed if there is a legitimate reason and the team is notified a day prior to the meeting in Discord. If 3 meetings are missed, see the section on contingency planning.

Running meetings

- See weekly meeting information
- Face-to-face meetings. Additional online meetings can be scheduled if necessary (with specific group members if not all are required to be present.

- Team members will take turns writing primary points of discussion (from meeting)
- Every 2 days (flexible near deadlines, more whenever necessary), stand-up meeting will take place on Discord

Meeting preparation

• Show development progress (completed user stories), should have read Project Deliverable.
• Bring any discussion points or questions to team or any blocking issues

Version control

Each feature will have its own branch (more branches can be created if it makes sense) . Under each branch, each team member will have their own branch. Only commit code that compiles. Have one person review/approve changes before merging.
- Start commit messages with keyword describing action (add/remove/refactor/fix/etc..)

Submitting work

A team member may commit to his/her own branch at any time. Before merging to our main branch (once ready), a team member must create a pull request to be approved by any other member.

Contingency planning

In the cases where the team unanimously agrees that a member has not been:
- Attending meetings sufficiently/communicating with the team
- Contributing to the project equally

The team should promptly seek help from the team TA or the instructor. It is important not to let such situations escalate. Also, user stories should be immediately returned (revoked from the individual) to the sprint stories.

I have read and agree to the team agreement terms laid above:

Edgar sarkisian

Wesley Ma

Joey Sokolon

Raya Farhadi