



Team 32: CCF

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Team Introduction



Team Goals

Our team goals for this project are to improve as software engineers. One of our main goals is to learn how to overcome the challenges associated with working on large software systems, since we have not had much experience with this. Furthermore, we want to be able to use our past experiences to foster a good teamwork environment, and use this opportunity to strengthen our abilities to work using an agile development process. Overall, we are looking forward to gaining more experience working on real software applications, so as to better prepare us for our future positions as software engineers. We hope that our skills enable us to make a worthwhile contribution to the project we work on.

Team Members

Michelle Pasquill



I am a fourth year computer science student specializing in Software Engineering. I am in the computer science co-op program and I have completed three co-op terms with an eight month work term as an eLearning Multimedia Designer at Ontario Power Generation and later an additional four months in the same position. During my work terms I gained valuable experience with front end web development using HTML, CSS, Javascript, and JQuery. I also worked closely with clients to ensure the web applications I created for them were accurate and effective. Some additional work experience I have is with the creation and occasional maintenance of a website for a local

business. I am proficient at using Java, Python, HTML, CSS, Javascript, and JQuery. Along with these, I am familiar with android application development, MySQL, NoSQL, and the language C. The computer science electives I have taken are Programming on the Web, Human-Computer Interaction, and Computer and Network Security (CSCC09, CSCC10, CSCD27).

Mohammed Osumah



My name is Mohammed Osumah. I am a 4th year undergraduate in the computer science specialist program at the University of Toronto Scarborough. I have affinity for software and technology in general and it has led me down the path of software engineering. I've done collaboration in a team before, and I feel my experience will help me be more prepared for future projects. Some short-term goals for myself are to find a stable career in the software industry, join and come first place in a basketball league, and develop a very successful

software. One long-term goal for myself is to own my own company one day. I am proficient in different coding languages such as Java, Python, C, C++, Lua, and Shell scripting. Communication is key when working in a group. I aim to be a team player

and use my strengths for the better benefit of the team. I am looking forward to working on this project with my team, team CCF!

Dasha Besshaposhnikova



I am a 4th year computer science student, specializing in Software Engineering, just like Michelle, Mohammed, and most other people taking CSCD01. I have completed work terms at the Ontario Ministry of Education and RBC. At the Ministry of Education I worked on an artificial intelligence search engine and database for research documents, and at RBC I worked on the interface used by bank advisors when creating accounts for new clients. I have done both front end and back end work, and on the side I enjoy doing graphic design. I am on the design team for Global Engineering Week, an initiative that exposes engineering students to multidisciplinary thinking. I am proficient in

HTML, CSS, SCSS, Javascript, Java, and Python, and I am familiar with Angular and React.

Angela Zhu



I am a fourth year computer science student in the software engineering stream. I have completed my work terms at Ontario Power Generation as a multimedia developer for their eLearning department. I gained experience with front-end web development and in HTML, CSS, and Javascript. I also had experience with working with trainees and experts to improve the training modules. Additionally I have experience with graphic design from both my work term and other jobs. I am proficient in Java, Python, HTML, CSS, Javascript and C. I have experience with front and back end web development as well as SQL and noSQL databases. I have the taken computer science elective: CSCC09 (Programming on the Web),

CSCC10 (Human-Computer Interaction), CSCC85 (Introduction to Embedded Software), and CSCD27 (Network Security).

Team Agreement

Methods of communication

Our primary means of communication will be a Discord group chat. The response times for a message directed at a member are within a day normally. Two days before a deadline, responses are expected within 3 hours. We are expected to check any other messages within a day, and respond if necessary.

Meetings

In person meetings will take place once a week, on Monday from 1-3 pm. Online voice chat meetings will take place as needed.

If anyone is unable to make a meeting, they must inform the team over Discord the night before so that the team can attempt to accommodate. If an emergency occurs and they must miss a meeting suddenly, they need to inform the team immediately with a good reason. If a team member is consistently missing meetings, refer to the contingency plan below.

Version control

We won't commit any file that gets generated on execution, and we will be using a gitignore file to prevent these from being committed. The specifications of this gitignore file will change as we work on solidifying the design. We will try to commit often, and try to commit after every major change and bug fix so we can better keep track of changes. The commit messages should state which task was being worked on, the change that was made, and whether the task is complete. Tasks should be committed separately, unless it is a common bug fix.

Division of work

We will create user stories as a group, deciding how long each task will take. In our meetings we will pick the tasks we want to do, and keep track of who is doing what task using Trello. If our assigned tasks are complete, we can choose to take any leftover tasks if time permits.

Submitting deliverables

A tentative submission of major features must be submitted 12 hours before the deadline. Any minor changes or bug fixes can be completed up to 1 hour before the deadline, at which point it must be submitted and someone must check the submission at least half an hour before the deadline. The people who will submit and check the submission will be chosen at the in person meeting.

Contingency plan

If a team member is planning to drop, they need to keep us updated. If they drop, they will be required to show up to a brief meeting where their tasks can be re-assigned and they can explain what has been completed. We will also inform the instructor. In the case that a team member is consistently missing meetings, we will try to see if rescheduling will work better for them. If they are not showing up with no good reason, we will inform the instructor for advice. If we suspect a group member of being academically dishonest, we will check the code and confront them. We will remove any code deemed to be plagiarized and we will inform the instructor.

We accept these guidelines and intend to fulfill them:

Three handwritten signatures are displayed. The first signature on the left is 'M. Pasquill'. The second signature in the middle is a stylized, cursive signature that appears to be 'M. Pasquill' with a large flourish. The third signature on the right is a stylized, cursive signature that appears to be 'D. Pasquill'.