

TEAM: Jelly Belly



Introduction

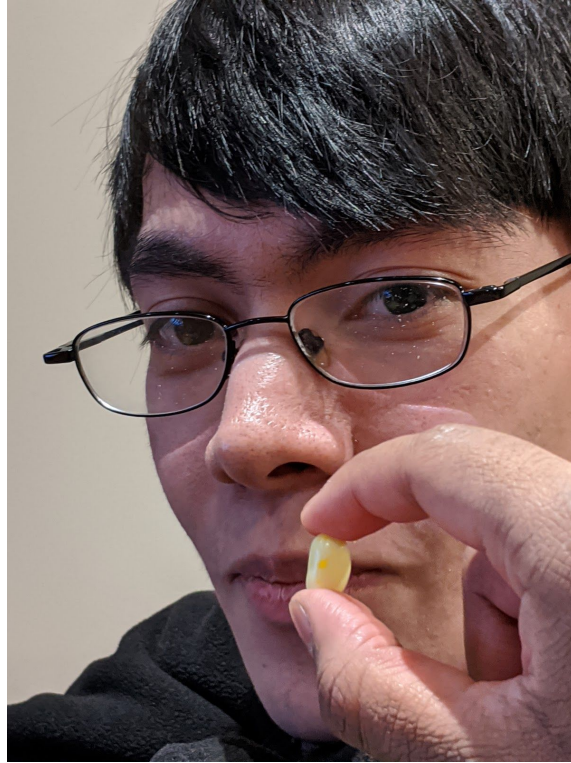
Our team name is team Jelly Belly. Our goal for this project is to work and develop our communication and teamwork skills so that hopefully the open source project of our choosing integrates our code contribution. Each of us have varied amounts of work experience in different parts of the software development cycle such as QA, software development, and even production activities. We hope to use these experiences to better our project and put something great forward.

Member Introductions



Derek:

Derek has experience throughout the whole software development cycle, working with agile in both the workplace and previous course work. Although he has never worked on an open source project before, he is a quick learner and will be able to adapt to the new challenge very easily. Derek thrives in team environments as his great communication skills allow him to excel in or outside of leadership roles as shown in his previous work. In leadership positions, Derek is able to guide the team to excel by communicating deadline objectives clearly, monitoring team progress and adjusting work load/objectives accordingly. Away from the leadership role, Derek is able to take assigned work and complete it efficiently, communicating problems with leadership in order to complete tasks to specification. Derek always seeks to identify and correct problems in the team environment to keep work moving smoothly. Outside of the workplace, Derek likes to enjoy himself by hanging out with friends, playing video games, or messing around with puzzles.



Alex:

Alex is a software developer with almost a year of work experience and three and a half years of experience from university. Most of Alex's work experience is in front-end development using Javascript to make webpages and web-based applications as well as demoing an integration with a chatbot with other services. Through this work Alex has spent plenty of time learning many new frameworks and libraries such as Angular, React, Bootstrap, and Node. However, Alex also has experience in a multitude of other languages such as Java, C#, C, Python, and Haskell from University courses as well as small projects with friends in his free time. Alex usually spends his free time playing video games, reading, playing piano, or doing kakuro puzzles.



Ajay:

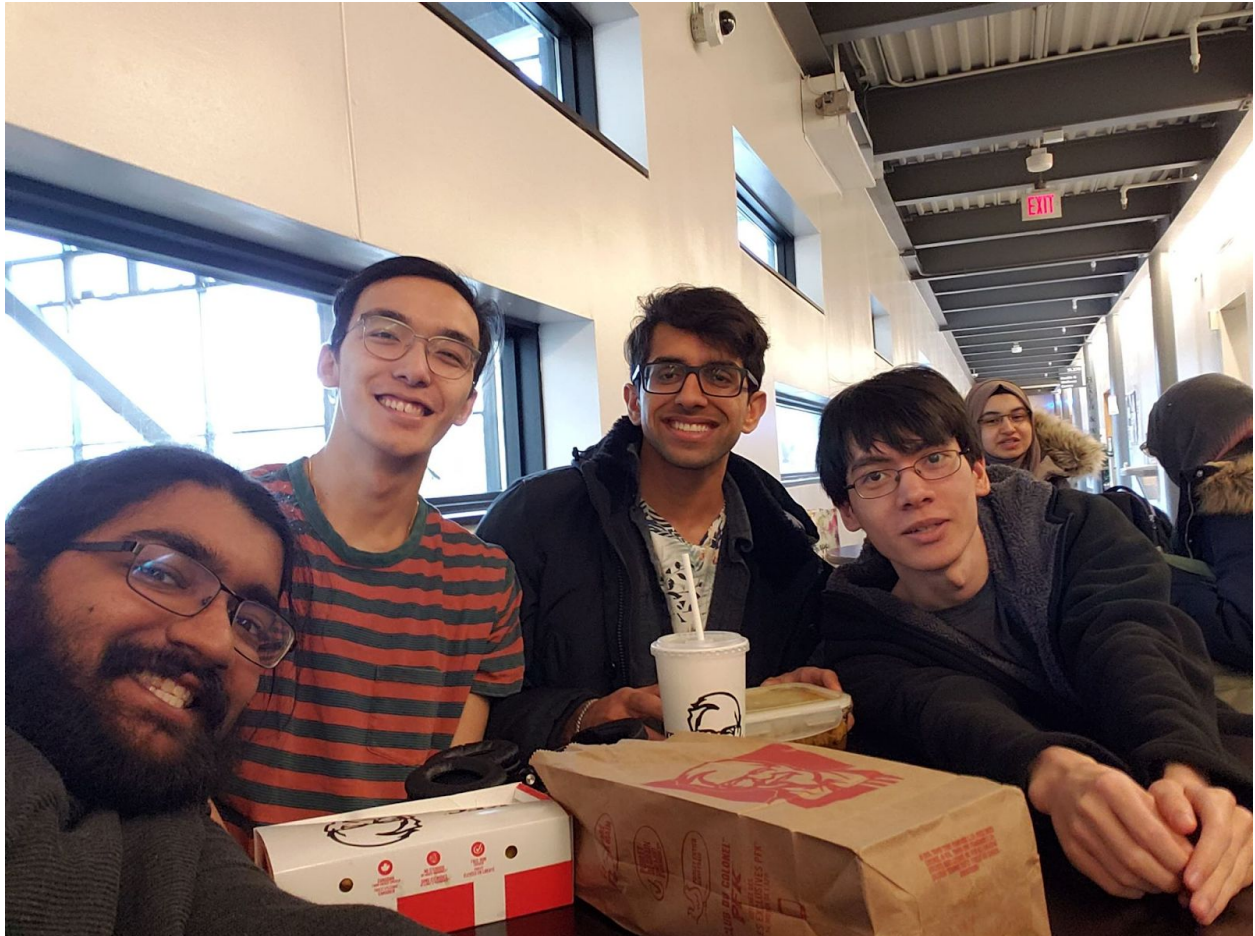
Ajay is an experienced software engineer, with over a year of professional experience in the field of Computer Science. Highly skilled with the inner workings of the most popular programming languages, such as Python, C, Java, Javascript, and so many more we would not have time in the day to list them all. When it comes to social skills, oh man where to even start. Let us start with teamwork, Ajay has been working with teams of all shapes and sizes since he was born, and grew his skills even further in university, by working on projects such as banking applications where he acted as a scrum master, and creating databases to mock an AirBnB booking service. Throughout all his teams, there have been a total of zero complaints from team members, being able to resolve conflicts with excellent conflict management skills. As we move on to leadership, it should suffice to say that he was the leader in all his teams, leading them to success and high grades. Going back to technical skills to end this epic biography, Ajay has done many projects on his own as well, with his magnum opus being a platforming game he created a demo for, learning everything he needed on his own. When Ajay is not being really good at programming, he likes to play basketball and work out, because his ideology is “big body, big mind”.



Bilal:

Bilal is a skilled computer science student specializing in software engineering, with professional development experience from co-op placements during his degree. Over the course of his 4 year degree, Bilal has achieved a cumulative 1 year of working experience in the software development space and 3 years worth of computer science education. Throughout his degree, Bilal has picked up many technical skills, including experience with technologies like Node, SQL, and Java, among several others. In addition to technical skills, Bilal has refined several transferable interpersonal skills that make him a fantastic asset on any development project. The most important of which include strong teamwork skills, exercised through the development of a web-based game, a mobile banking application, a queryable document database, as well as a room booking service, each of which were built and developed on teams. Outside of work, Bilal spends his free time playing games across several genres from fast-paced action games to slower board games like Mahjong.

Sharing a Meal



Here we see a couple of teammates (and friends) sharing a hearty meal together.

Team Agreement

Method of communication: Facebook Messenger group chat

Communication response time: Within the day

Meeting attendance: Thursdays after class, all meetings are mandatory, location will be wherever we find space

Running meetings: Meetings will either be run face-to-face or, in dire circumstances, over Discord. The member in charge of taking minutes will be in rotation (order: Ajay, Derek, Alex, Bilal), and the notes will be taken on a shared google doc file.

Version control: There are no rules on what can be committed, if the code is broken but you just want to save for the day that is totally fine, but **do not push broken code**. The log messages should be informative, so please include what was changed from the previous commit, and if committing a piece of code that does not work, start the log message with “WIP - “ to indicate it is a work in progress.

Division of work: We will all decide together what work will need to be done at a time and who will be responsible for what, with decisions being made with unanimous vote.

Submitting deliverables: Ajay will be in charge of submitting the final versions of the deliverables, but all deliverables must be reviewed by all team members before submission. Ideally we will want to have everything ready for submission a full 24 hours before the deadline.

Contingency plan: In case of minor emergencies with scheduling problems, we will simply reschedule. In case of major emergencies, such as a team member not being able to complete a certain task or dropping out, we will keep close documentation on every teammates progress and work responsibilities so the remaining members will be able to pick up and complete the task by dividing as equally as possible.