Project Tender

Project: Project STORM Client: Linda Marshall

Team: Team Name
Renaldo van Dyk (12204359)
Johann Dian Marx (12105202)
Sean Thomas Hill (12221458)
Andreas du Preez (12207871)
Shaun Meintjes (13310896)
Department of Computer Science, University of Pretoria

Date: May 2015



1 The Team

1. Renaldo van Dyk (12204359)



• Interests

I'm a lover of technology in general and fortunate enough to pertain to it's value. I love knowing that every page of code that I write will help improve someone in their day-to-day life. I mostly favour web and mobile app development and I'm also intruiged by security and privacy aspects of information technology.

- Interests
 Fill in later...
- Technical Skills Fill in later...
- Past experience relevant to project Fill in later...
- Non-technical strengths Fill in later...
- What makes you want to do the project Fill in later...

2. Johann Dian Marx (12105202)



• Interests Fill in later...

- Technical Skills Fill in later...
- Past experience relevant to project Fill in later...
- Non-technical strengths Fill in later...
- What makes you want to do the project Fill in later...

3. Sean Thomas Hill (12221458)



- Interests Fill in later...
- Technical Skills Fill in later...
- Past experience relevant to project Fill in later...
- Non-technical strengths Fill in later...
- What makes you want to do the project Fill in later...

4. Andreas du Preez (12207871)



- Interests Fill in later...
- Technical Skills Fill in later...
- Past experience relevant to project Fill in later...
- Non-technical strengths Fill in later...
- What makes you want to do the project Fill in later...

5. Shaun Meintjes (13310896)

• Photo

- Interests
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2 Project Execution

2.1 Development Methodology

Fill in later...

2.2 How to keep the client informed about the status of the project

Fill in later...

2.3 Initial ideas on solving some of the technical challenges

Fill in later...

2.4 Techologies we intend to use for the project

Fill in later...

2.5 What the client will receive from us at the end of the project

Fill in later...

2.6 Etc.

Fill in later...