



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

PROJECT TENDER

PROJECT

ARDANEARCADE

CLIENT(S)

TONY VD LINDEN

TEAM: TERABITES

TEAM MEMBERS

Christiaan Nel
Dzilafho Mulugisi
Eltom Tom
Gershom Maluleke

DEPARTMENT OF COMPUTER SCIENCE, UNIVERSITY OF
PRETORIA
May 1, 2016

GROUP BACKGROUND

- Our team is made up of individuals that are all studying towards different computer degrees. We bring a unique perspective as we are able to give individual ideas on how to solve a problem, and at the same time incorporate other members ideas to form an ideal solution to any problem. Our group understands each other and each person brings something different to the team.
- As individuals we are strong in specific situations, together we are stronger in every situation that will come our way. For this project we have discussed that instead of using a divide and conquer method, we will unite in completing each phase of this project as quickly as possible. This allows us to ensure that we do not forget to implement a point that might have been overlooked as this often occurs when a member works alone. It also guarantees that once a phase is completed we do not move backwards only forward.
- We are all excited and prepared to work hard and well on this project and we believe that you will be satisfied with the outcome. We are more than prepared to research and learn about the fields we currently lack. We would like to do this project because it is a unique and interesting project that would allow us to expand our skill set and challenge us in a way that has not been done before.

TEAM MEMBERS



Name: Christiaan Nel

Email: u14029368@tuks.co.za

Phone: 0728359073

Field: BSc IT

INTERESTS

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TECHNICAL SKILLS

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PAST EXPERIENCE WHICH MIGHT BE RELEVANT FOR THE
PROJECT

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NON-TECHNICAL STRENGTHS

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WHAT MAKES YOU WANT TO DO THE PROJECT

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Name: Dilafho Mulugisi

Email: u13071603@tuks.co.za

Phone: 0798056530

Field: BSc Computer Science

INTERESTS

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TECHNICAL SKILLS

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PAST EXPERIENCE WHICH MIGHT BE RELEVANT FOR THE
PROJECT

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NON-TECHNICAL STRENGTHS

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WHAT MAKES YOU WANT TO DO THE PROJECT

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Name: Elton Tom

Email: u13325095@tuks.co.za

Phone: 074 902 1879

Field: BSc Computer Science

INTERESTS

- Solving problems
- Web programming
- App development

TECHNICAL SKILLS

- C++ and Java skills
- Solving problems
- Front-end (HTML, CSS, JavaScript/JQuery) and back-end (PHP, MySql) development skills

PAST EXPERIENCE WHICH MIGHT BE RELEVANT FOR THE
PROJECT

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NON-TECHNICAL STRENGTHS

- Working under pressure
- Working within a group
- Clear and concise communication
- Intellectual curiosity

WHAT MAKES YOU WANT TO DO THE PROJECT

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Name: Gershom Maluleke

Email: u13229908@tuks.co.za

Phone: 0846440171

Field: BSc Computer Science

INTERESTS

- Programming(Application, Game and Web development)
- Technology and Gamming
- Travelling, hiking, Soccer, volunteering, Boxing, Cricket

TECHNICAL SKILLS

- Languages: C, C++, Java, Python, Delphi, SQL, HTML, JavaScript, PHP, AJAX, JSON, CSS3 Test Driven Development (TDD), Teamwork
- Tools: JBuilder, Dreamweaver, Rational Rose, UltraEdit, BorlandC++Builder, Oracle SQL*Plus
- Operating systems: Windows, Linux, Mac OS X.
- Graphic design: Adobe Photoshop, Adobe Illustrator, Blender, 3DMAX, MAYA

PAST EXPERIENCE WHICH MIGHT BE RELEVANT FOR THE PROJECT

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NON-TECHNICAL STRENGTHS

- Willingness to research
- Teamwork mentality
- Ability to handle failure
- Ability to plan
- Problem solving skills

WHAT MAKES YOU WANT TO DO THE PROJECT

- I am eager to learn and stay up to date with new innovations and IT related products. I am a confident, energetic young person, seeking an opportunity to expand my horizons. I don't mind putting in the extra effort and time, until the problem is solved, which also makes work under pressure well. I am able to adapt to different environments, and learn to use new technology, programs, and programming languages well. I prefer to start working earlier than leaving it for last minute; however I can work under pressure as well. I am a hardworking and dedicated student who loves a challenge and works well under pressure.

PROJECT EXECUTION

DEVELOPMENT METHODOLOGY

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KEEPING THE CLIENT INFORMED

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INITIAL IDEAS

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TECHNOLOGIES

- HTML and JavaScript for the front end functionality for both the browser and game application as this technology can be wrapped to run on a tablet device.
- For backend functionality we intend to use java or Node.JS
- For data persistence we intend to use PosgrSQL

WHAT THE CLIENT WILL RECEIVE AT THE END OF THE PROJECT

- All source code
- Documentation related to the implementation
- Working implementation
- Unit Testing