



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

PROJECT TENDER

PROJECT

PROPERTYINVESTMENTVISUALIZER

CLIENT(S)

ALEX TERLUNEN - ATERLUNEN@CSIR.CO.ZA
PIETER BOTHA PBOHA2@CSIR.CO.ZA

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

- Solving problems through programming
- Gaming

TECHNICAL SKILLS

- Programming: C, C++, C#, Java
- Web development: JavaScript, PHP, SQL, HTML, CSS
- Good at mathematics

PAST EXPERIENCE WHICH MIGHT BE RELEVANT FOR THE PROJECT

- COS 301 Mini project which gave me some experience in how version control systems and automated build systems work, as well as how different teams working on different components can collaborate to work on a single project.

NON-TECHNICAL STRENGTHS

- Fast learner
- I can work hard on solving a problem

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 jiiiii HEAD
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- Business process management lllllll 7a62e1517d3a638759f60ca188ad2350ccb892f5

TECHNICAL SKILLS

- C++ and Java skills
- Mathematical literacy and 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

- With the skills that I have acquired throughout my tertiary years, I am confident that this project suits my skill set, but also it is the challenge of this project that I look forward to as it will bring a lot of experience on a personal level. With this being said, I am also confident that the project itself will be a success of the highest quality.



Name: Gershom Maluleke

Email: u13229908@tuks.co.za

Phone: 0728359073

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

- The main reason i want to do the project is because I like to learn new things and this is a totally new experience of development. 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

PropertyInvestmentVisualizer project is a very interesting project with a lot that needs to be done to realize the full potential. Below is our proposed solution and how we plan to implement it.

DEVELOPMENT METHODOLOGY

- We intend to follow the agile software engineering methodology as this minimises risk, promotes adaptive planning, evolutionary development, early delivery, continuous improvement and encourages rapid and flexible response to change. Since the Agile Manifesto doesn't provide concrete steps to follow we will use the scrum methodology. The key concepts that we will be using from the methodology are involving the client in the development process, continuous integration, paired programming, test driven development, design patterns and code refactoring.

KEEPING THE CLIENT INFORMED

- To keep you our client informed about the status of the project we have the following in mind. Since you will be available for consultation twice in a month, we plan to have regular sprints of two to three weeks and then have meetings with you to keep you up to date with our progress and hear if you have any suggestions for us for the next meeting based on your impressions from the meeting.
- We will also grant you access to the Git repository so that you can check at your leisure how far the development is. Also with the Git repository we will also make use of the wiki page in GitHub to make the checking up easy as this will act as our diary in the development process. We are also available via Slack to have a group chat with the client if desired.

INITIAL IDEAS

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TECHNOLOGIES

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WHAT THE CLIENT WILL RECEIVE AT THE END OF THE PROJECT

- Source code
- Unit Testing
- User manual
- Architecture and design documentation
- Installation manual