An Introduction: Team Delta Doge

Deliverable #1: Team Set Up
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Table of Contents

Information about the Team

We are a group of 5 computer science students and our team name is Delta Doge . We constantly seek opportunities to learn so that we can acquire new skills, add our resumes, and to be proud of what we deliver. Especially being able to study in such a multicultural city ourselves, we have the goal of being about to make an application that can ultimately help out the communities with new immigrants. Collectively, we have agreed that we should strive to have working deliverables, and have a mark of at least 80% that will reflect our hard work in this project. We want to further our teamwork skills and stay connected after our project.

We all share the same strengths of being about to code in Python and Java and we all have the tendency to prefer back-end development. Although some of us are novices in terms of having actual application development outside of school, we collectively have many skills that will help us in this project. Unique strengths that we have in our group is that we have a technical writer, someone who has a strong understanding of Excel, a previous web developer, and several group members with work term experience and agile experience.

Team Agreement

Methods of Communication: We will use mainly Facebook Messenger and Slack daily to communicate online. Email will be used when needed (last resort in communicating someone).

Communication Response Times: The expected response time to Facebook Messenger, Slack and Email should be, at the minimum, within a day. If a team member send a message, a response is expected at least by the end of the day (at 7 pm). For group deadline days, a response should occur within 2 hours.

Regular Meeting Times: We will have regular meeting times with the TA at 5 pm on Wednesday, and a regular meeting collectively as a group on Monday 6 pm. As the project progresses, we will have as needed meetings Monday to Thursday at 6 pm.

Meeting Attendance: For team meetings, everyone must attend the Monday 6 pm meeting, and the TA weekly meetings (tentatively every Wednesday at 5 pm) in the BV Linux lab or the TA's office. Otherwise, everyone must try to attend the other meetings that we will set up in the future. If the team member cannot come, he/she must provide a reason.

Running Meetings: The meetings will be conducted in person at school, and online (as needed) through skype/facebook. Jacqueline is the delegate for recording down meeting minutes for now (will rotate as needed).

Meeting Preparation: We expect that each team member will prep for each meeting. To keep this expectation realistic and simple, the meeting should be prepped in such that each team member is to discuss the topics that were brought up from the previous meeting, they can do this by checking the previous meeting minutes and the team member should also discuss next steps - discuss what was done, what wasn't and if you need help. Of course, they should also bring up anything important and as needed.

Version Control Terms:

- Everyone must be careful with the master branch. We all agree that we will ask for if anyone of us is unsure with anything in terms of Git/version control and that he/she must follow general good Git practice.

- Everyone must use the agreed team .gitignore file

- Log messages should include a high-level overview of changes, the filenames that you have changed, but highlight important details as needed.

Most importantly, by looking at such log message, other team members should get the general idea of what was changed.

Division of Work: We have delegated Ray to be our scrum master to help us in dividing work when we follow the Agile processes. Ray and Jamie will also help lead the sprints as they have both have working experience in Agile development. We will all contribute to the project in terms of coding and report writing, and will ensure this by constantly communicating.

Submitting Work: Everyone should review and submit their work onto the GitHub repository. They must check GitHub frequently and be onboard with the meetings to understand what needs to be submitted or review. We agree that everything should be completed and submitted before a new sprint begins (2 week sprints). The deadline for deliverables should be the Friday before the deadline, but may change as needed. The team member should provide a weekly Friday report on that they have accomplished to inform others on what they did for the deliverable.

Contingency Planning: We will choose a software/programming language where everyone or mostly everyone understands so that if anyone drops out of the class, the project progress will not be majorly compromised. Also, we will inform the TA if a member drops out and ask for advice. If a team member is sick in mid sprint, we will start dividing work as needed among the team. However, if a member is sick before a sprint starts or knows they will be away for more than a week, we agree not to assign them work and that member must catch up with bonus work later. For other reasons, such as a team member consistently missing a meeting, or is academically dishonest, we will seek advice from the TA/instructor and promise to commit in reaching to a resolution.

Other:

We agree to use CamelCase as the convention not Snake

We agree to use GitHub project boards for our user stories/project issue management

About Our Team Members

Jacqueline Chan

I am currently a 3rd year co-op Computer Science student specializing in the Information System Stream. I am passionate about math, which was one of the reasons why I chose to become a computer science student. I have worked for CIBC as a Data Analyst under their Data Management Group in Fall 2017 and have also worked in TD securities as a QA analyst for their development team. A computer project that I am most proud of was making a budgeting web application for a month-long hackathon that was hosted by TD. My future academic plans are to obtain a master's degree in Computer Science. Career wise, in my future work term as a coop I would like to work for a start-up company as there is a lot of different experiences and skills that I will not be exposed to if I worked at another bank. My first exposure to programming was in first year, however, I am fast learner and very dedicated to my education– character traits that have helped me reach this point as a 3rd year student.

Xinrui Tong

I am a 4th year CS student with strong technical and interpersonal skills. I work well in teams and can take on both the leadership and follower position. I am always willing to communicate ideas and collaborate with fellow team members. I have worked on numerous personal projects of various sizes, from two people to eight people projects. My skill set is very diverse, I have worked closely with Java to create video games and android applications. I have experience using MySQL, SQLite, and MongoDB for web based data management. Python for the purpose of bash scripting. PHP, HTML, CSS, Javascript and React for front-end web development and RESTful API and Node.js for back-end. Although I avoid C, I have experience with developing socket, router, and file management software using C. I am currently involved in an active project that is developed through the Unity Game Engine, which uses C# as it's scripting language.

Alexandru Andros

I am currently a second-year student co-op Computer Science student in the Comprehensive Stream. I like problem-solving and I like coding and math, which made me join the computer science. Some of my project I have was designing a timetabling software in Python, using a genetic algorithm to pick the most optimal solution. At the moment I am working on a Tic-Tac-Toe game in C# with a multiplayer option, as well as a single player option with computer algorithms that have a varying difficulty. My skill set involves multiple languages, like Java, Python, C# and C. I also have previous experience with databases, specifically SQLLite, and I am good at developing various algorithms, some of them being quite unconventional solutions. The plan so far is to finish the university by the end of my 4th year and potentially achieving a masters degree in computer science.

Suxin Hong

I am a third year Computer Science student and specialize in Software Engineering. After two year study, I gained experience in Python, Java and C programming, as well as working on the user interface on one Android application. As for this project, I want to have a better understanding on how a team is running in the real world, how to solve problems as a team and getting more familiar with the team strategies and management.

Learning new stuffs is always sounds interesting to me and willing to put efforts on work, extra hours if needed. I hope I will graduate from university next year and maybe study for another two years to get a master's degree to become a full stack engineer.

Jamie Nicol

I am third year Computer Science student at UTSC specializing in Software Engineering. I started coding at a young age creating multiple games in GameMaker and moved on to Turing, Visual Basic and Java in High School. Throughout my time at UTSC I have created multiple projects in Python, Java, C and Android Studio as part of a team. I have strong technical writing, communication and malware analysis skills gained from working as a Cyber Threat Intelligence Analyst at CIBC. In my most recent work term, I worked as a Security Software Developer at CIBC and worked on an internal Case Management System for the Security Investigators which had a Python backend and taught me JSON and Jinja2. While working at CIBC, I was also a member of the Advanced Use Case Development Agile project which was based on creating and maintaining security monitoring use cases.