



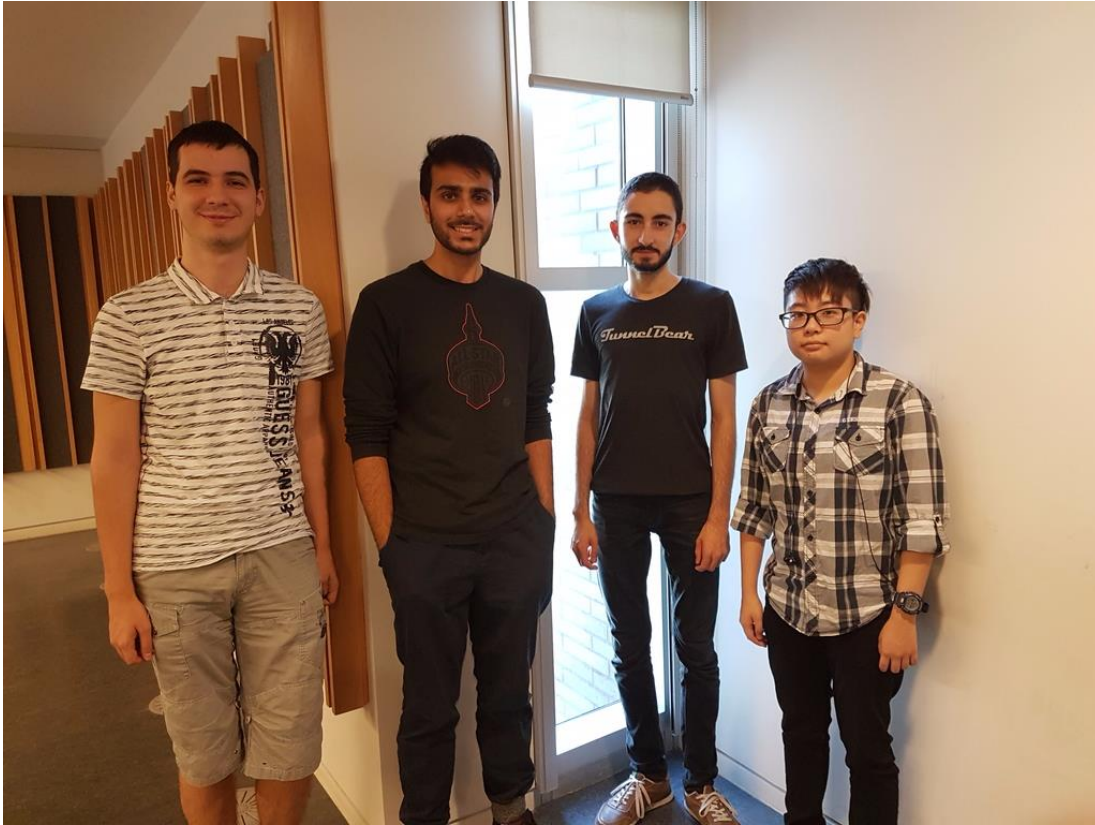
PROJECT & TEAM AGREEMENT

cRAFTers

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Team Members



Rene Piperi is on his last year in the University of Toronto, in the Physics and Astrophysics specialist program, and a minor in Computer Science. Having had an interest in computers since High School, he decided to study Physics, and incorporate computers via simulations, and Machine Learning projects. He has had experience with various programming languages, though is best with Python, Java, and C. After his second year, he had found a job at RBC as a Business Systems Analyst, working with computers to an extent to help analyze data in a team. For two more 4-month terms, Rene had also worked at RBC as a Technical Systems Analyst, working with his team to maintain updated records of day to day transactions, and with a group of other students to develop a hiring app for managers, to allow for a quicker and more efficient hiring process. His experience at RBC introduced him to the waterfall process initially, which then began the transition to the agile approach.



Over the summer of 2017, Rene had also done research with Machine Learning, to study Photometric Redshift calculations, finding great results with only few errors.



Talha Khatri is a 5th year Co-Op Management student specializing in Information Technology. He has spent 8 months as a coop in an eLearning startup called SwissVBS as well as been a Project Manager Co-Op at RBC in Summer 2017. Talha enjoys to read up on technology and is fond of following the latest tech. When Talha is not behind his computer, you'll find him playing basketball, running, watching TV shows, occasionally playing video games, and flying drones! Talha is an easy-going person and is always willing to be available for help or assistance whenever someone needs it. In CSCC01, Talha believes this is the perfect course for him to bring together his coding abilities as well as experience in project management from his work term at RBC.

Adrian Ensan is a third-year student specializing in the software engineering stream of computer science. At his most recent job, Tunnelbear Inc, where he currently still works part time, Adrian has gained extensive experience with git and the Agile development process. His primary focus at this job was Android development. He also has extensive iOS/macOS experience, as he was awarded a scholarship from Apple to attend its 2017 WWDC, which involved submitting a visually interactive Swift Playground, competing amongst thousands of other students from around the world. He has also released a personal project on both the iOS and Android app stores, which he worked on last summer. This project was the North American winner and global finalist of Google's 2016 Student App Challenge. Furthermore, he has quite a bit of experience with web development, with several small sites for friends and family in his portfolio. Adrian is most comfortable with Swift, Java and C, but is quick to pick up new languages when need be.





Chee Hang (Felicia) Tung is a 3rd year computer science student specializing in software engineering. She has a strong understanding in programming as well as communication skills from her co-op work experience. She is most familiar with the programming languages Java and Python working in both team settings and independently. Her experience at Leonardo Worldwide Corporation as a developer and quality assurance analyst allowed her to develop technical skills such as time management, code analyzing, and git branching strategies. Her work experience with Agile development trained her to complete individual components in a timely manner, and improved her interpersonal skills with teammates to overcome problems encountered. She also has experiences with developing automation tests through unit tests and Protractor end-to-end tests. She demonstrated both communication and organizational skills through participating in multiple course team projects and Agile meetings at work. She has the optimal skills to be a great asset for her team.

Team Goals, Strengths & Opportunities

cRAFTers has team members originating from a diverse background of UTSC programs and work experiences ranging from startups to RBC. With the wealth of information and exposure to different environment each person brings, this will open doors to new perspectives to carry a project forward and bring together ideas which couldn't have been thought of if we were all CS majors. In addition, because none of us are from a statistics major, the project can be quite ambiguous and will take time to decipher what exactly is best for the client. The most important feature our team is prepared to take on is the challenge that is set with the parameters of the project. cRAFTers is looking to embrace the ambiguity of the project to consistently refine the premise of the WeBWork system – create a more interactive learning experience, incentivize students and evaluators when using the platform, offer a smooth and fluid UI, and most importantly, to tackle the issue of not making it a burden for students to take advantage of the bonus marks and increase participation rates.

Communication Cadence

- Slack will be used for messaging and general communication purposes
- Phone calls for urgent matters only
- Weekly team meetings:
 - Mondays 12-1PM – follow-up calls (phone/Skype)
 - Thursdays 12-1PM – status meeting (in-person)
- TA meeting: Mondays 6:30-7:15PM
- One on one – ad-hoc depending on weekly requirements

- Meeting preparation: what we've done, who needs help, any outstanding issues (SCRUM style)

Repo Organization

- Branching to distribute work done on a weekly basis
- Commit rules: bugs are fixed, new feature
- Submission: everyone reviews the code at a pull request at their own branches before it is merged into the master, if a message is unclear then team members to discuss asap

Delegation of work and responsibility

- Everyone is responsible for completing their own work within the timelines set and decided on by the team
- Git repo must be up-to-date before our Monday follow-up calls
 - Work done over the week will be verified and items for discussion with TA will be reviewed

Contingency plan

- Notify team as soon as you can if you are too sick to work
- Escalate *immediately* (to professor or TA) when necessary when conflicts cannot be resolved among team members first