



# Project Deliverable #1

Team gitCoffee (L02\_09)

Team Setup  
CSCC01

Tony Hong  
Saba Kiaei  
Lors Kushtov  
Stephen Luc  
Frank Xu

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## Team Introduction

Information, goals, and strengths

### Team name

gitCoffee  
L02\_09

### Team logo



### Team picture





## Goals

Our team's goal is to learn the different aspects of project management through this project, and we believe that if we follow all the guidelines and focus on working as a team, the rest of it will follow, and we are going to have the product the client wants.

However, if we do not end up having enough time to make the product with all the features the client expects, we will make sure to create a product with less features, but fully functional.

In addition, our group wants to make sure we finish each deliverable two days before the deadline, so we would have enough time to test and review them thoroughly.

To summarize, our group's priority is first, focusing on teamwork and finishing each task well before the deadline; second, having a fully functional but basic product, and eventually making the product that the client wants.

## Strengths

Everyone in our group is a relatively experienced programmer, and we all feel comfortable with Java.

We are also good communicators, and we understand the importance of communication for a group project.

In addition, our group has divided the work equally and fair, so that each team member can finish their tasks without any hardships, and eventually our work as a group can progress smoothly.



## Team Biography



### Tony Hong

My name is Tony Hong, and I am a second-year student at the University of Toronto currently studying in the Software Engineering Computer Science Specialist stream.

I have experience with several languages such as python, Java, and C which I have learned and used since high school, and now in university for school projects and assignments.

One such school project was to make a banking android app with a team, based off a previous assignment, but in the last phase, right before starting the development of the android app, three of my group members dropped the course. So, I have experience in picking up the slack and taking up extra responsibilities when the time comes.

I have not had much experience yet, but I'm hoping that will change after trying to secure a work term in the summer of 2018.



### Saba Kiaei

My name is Saba Kiaei, and I am a third year student at UTSC. I have worked with multiple programming languages, but I am most comfortable with Java, C, and Python.

In general, the area of Computer Science I am most interested in is algorithms and their runtime.

I spend most of my time working on personal projects that are normally small, but allow me to learn a lot, and improve my skills. One such project is a program that gives the player hints for a given Sudoku puzzle. The project I am

working on currently is a program that solves differential equations. Basically, I am interested in Calculus, Physics, and Computer Science applications in those fields.

In addition to all of the above, I enjoy Classical music, and I usually play the Piano and read books on my free time.



## Lors Kushtov

My name is Lors Kushtov, and I am a Russian-Canadian! I was born in Russia, along with my twin, and came to Canada with my family when I was six years old.

I have a passion for programming and go out of my way to attend almost all university run hackathons in Canada and in the USA.

In particular, I am interested in learning about Machine Learning and Security and hope that I can call myself an expert in these two topics some day (and in many others)!

I love travelling and hope that one day I can study abroad in

Tokyo, Japan.

My favourite pastime is reading. I often read a book per week, and my ultimate favourite book is Ender's Game.

I have coded in many languages but like many, mostly prefer python for its speed and simplicity. I enjoy any projects that put me in a place where I need to learn new software and adapt quickly. This gives me a chance to widen my tech scope, and be more aware about what kind of programmer I want to be.

## Stephen Luc



Hi, I am Stephen Luc, a third year student at University of Toronto currently studying Computer Science with a specialization in Software Engineering.

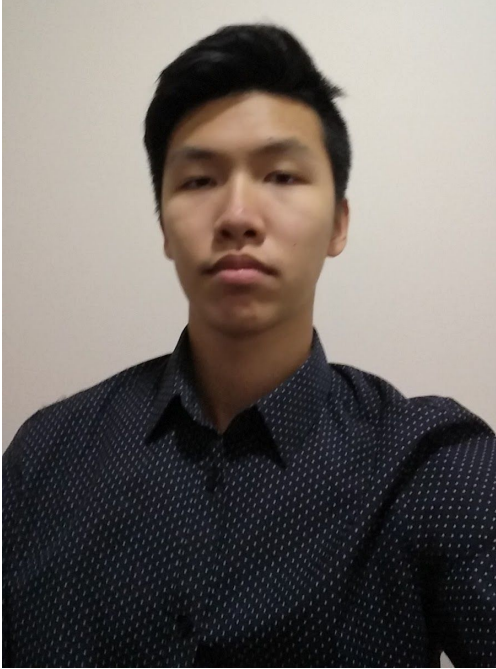
My latest experience was at a startup as a full stack web developer. I focused on parsing investment allocations from financial statements using Python and building visualizations for them using C3.js and D3.js libraries.

I also have several personal projects that are mostly developing different Android applications. One of them is called Onesearch which is a crossword puzzle where every letter in the word search is a letter in the word you are looking for.

In this application, I focused on web crawling and extracting new words from the web to add to the dictionary of words.

Also, I worked on creating the puzzle, and that there is only one instance of the complete word inside of the puzzle.

Additionally, I built the verification function that verifies the user has found the correct instance of the word. This is a little about myself and my background experience.



## Frank Xu

My name is Frank Xu, and I am a third year student at University of Toronto. I am currently enrolled in the Software Engineering Specialist Stream.

I worked as a web developer this past summer. I used WordPress, CSS, and PHP to design and create the company's new website.

I also have experience working with HTML, JavaScript, Python, Java, and C.

I have built simple web functions and plugins such as a reactions test, a code player, and a form validator with HTML, CSS, and JavaScript.

I have also been learning C++ for coding games with Unity, and MEAN stack so I can build dynamic web sites and web applications.

I have not done many other side projects in the past, but this year I hope to set aside more time to further my abilities in this field.

My hobbies include discovering new algorithms, going to Hackathons, basketball, computer games, Ultimate Frisbee, working out, and watching TV shows.





## Team Sharing A Meal







# Team Agreement

- **Methods of Communication**

The main method of communication is Slack messages.

However, in case of an emergency, the team will either text message or call the member of the group that cannot be reached.

- **Communication Response Times**

The acceptable communication response time is maximum 12 hours.

However, every team member is expected to respond within 6 hours.

- **Regular Meeting Times**

The team is going to be meeting up with the TA on Wednesdays, 11:00 to 11:30.

The regular team meetings are on Wednesdays, 11:30 to 12:00, as it is the only time all five team members are available at school.

- **Meeting Attendance**

Meeting attendance is not mandatory, as long as minimum 3 people are attending the meeting.

- **Running Meetings**

In general, the team will hold meetings to discuss the core aspects of the project, such as the design, the division of work, and the progress of the project.

The team will hold their meetings at school and face-to-face.

In case of an emergency, the team will plan a meeting in addition to the regular meetings, at a time when at least 3 team members can attend.

Saba Kiaei will be taking minutes during the meetings.

- **Meeting Preparation**

The person who takes minutes (Saba Kiaei) will have to prepare an agenda beforehand for each meeting.

Everyone else in the team needs to prepare a summary of all the tasks they have accomplished since the last meeting.



- **Version Control**

Only the project files need to be committed.

The code committed needs to be bug free.

The log messages need to be as detailed as possible, but maximum one sentence.

- **Division of work**

Here are some of the roles the team came up with:

Task	Person(s) Responsible
Who interacts with the client?	Saba Kiaei and Lors Kushtov
Who designs the product?	The Team
Who develops the product?	The Team
Who tests/validates the product?	Lors Kushtov
Who manages the product and its different versions?	The Team
Who leads team meetings?	The Team
Who reminds everybody about what should be done and when?	Frank Xu
Who keeps track of progress?	Frank Xu
Who is responsible for the deliverables and their quality?	Saba Kiaei
Who reviews the code quality?	Lors Kushtov and a randomly picked team member.

- **Submitting Work**

Each team member needs to finish their task two days before the deadline, so the team has enough time to test and review the work thoroughly.

Lors Kushtov, and a randomly picked team member will review all the submitted work.

The final work will be submitted by Lors Kushtov.



- Contingency Planning

If a team member is not being responsible, or if a team member drops the course, the first thing the team does is to inform the TA.

Then, based on the workload and the availability of the other team members, the work is going to be divided between the rest of the team.

Before each submission, the work gets checked by two people (one of whom is randomly chosen), and if a case of academic dishonesty happens, it will be caught before submission, and the team will hold a meeting and decide what to do.

## Signatures

We accept these guidelines and intend to fulfill them.

John Kimer     John     Tom  
Lory     Lory

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