

PROJECT DELIVERABLE 1

Team 4 (Taco at Paco's)

CSCD01

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Team Members:

Chun Cho

Richard Luo

Yuxuan Hu

Geoffrey Hong

Kai Lin

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Team 4 - Tacos at Paco's

From left to right: Kai, Chun, Richard, Geoffrey, Kevin



Team Goal

As a team, the members have set various goals that they wish to achieve over the course of the semester.

1. Strive to develop with minimal bugs in our software
2. Fix as many bugs in the application as possible.
3. Deliver high quality work that meets all deadlines.
4. Develop real time experience working with open source projects.
5. Have multiple contributions from our team accepted to the project base
6. Receive high distinction in class (ie. be recognized)
7. Maintain strong communication with team members, instructors, and TAs.
8. Learn together as a team and support each other when help is needed

Team Strength

1. **Strong Technical Skills:** All members of the team are proficient in multiple languages, and are willing to learn any of the new technologies required for the project.
2. **Experienced Programmers:** All members are experienced in the programming language used in the project.
3. **Fast Learning:** Members of the team are quick learners, and thus, can pick up new technology and languages at a fast rate.
4. **Motivated and Driven:** The team is highly motivated and wants to succeed.
5. **Strong Organizational skills:** The team is adept at using various tools to keep the project organized and meet deadlines.
6. **Excellent Communication Skills:** Members of the team are proficient in using various tools to assist in communications like Facebook, Skype, and cellular phones.
7. **Extensive Toolset:** Multiple members of the team have skills in areas others do not, which can be an asset in our project development.
8. **Strong Problem Solving Skills:** The team is very experienced in solving real life and theoretical problems with object oriented programming.

Introducing the team members

Yuxuan Hu (Kevin)

Kevin is a third year Computer Science student specializing in Software Engineering at the University of Toronto Scarborough. He is an excellent programmer with proficiency in Python, Java, and C. He has strong communication and presentation skills and is a very responsible individual, exemplified by the fact that he has been a Teaching Assistant at UTSC since 2014. Kevin has also been working at Leonardo Corporation where he performed Quality Assurance for eight months and familiarized himself with the Systems Development Life Cycle. He's goal in the course is to meet more friends, learn useful design strategies and make contributions to the team as well as the open source software. For the past three years, apart from programming and training to become a great developer, Kevin enjoys break dancing and has been honing his abilities during his free time.



Geoffrey Hong

Geoffrey Hong is a fourth year student at University of Toronto where he's specializing in the Comprehensive stream of Computer Science. Geoffrey is proficient with languages such as Python, Java, Javascript, and C, as well as markup languages like HTML and HTML5. With many years of programming under his belt, Geoffrey is able to understand concepts of Computer Science. Thus, he is able to pick up languages at a fast rate. Having prior experience in Agile development, Geoffrey hopes to bring his experiences to the new project in order to improve the efficiency and organization of the group. In a team environment, Geoffrey strives to use his time management and communication skills to coordinate with other members of the team to not only ensure the team meets deadlines, but to also ensure that the final product is of high quality.



Geoffrey's goal is to be the most dependable member in the group and make multiple contributions to matplotlib. He is motivated by his desire to gain more experience in open source projects. When not programming, Geoffrey spends his time reading novels, listening to music, and spending time with his family.

Richard Luo

Richard Luo is an enthusiastic and motivating individual who is pursuing computer science as a career and occupation for the future. He is currently a 4th year computer science student at the University of Toronto and will graduate in the summer of 2016. Richard has vast experience with programming languages such as Pascal, C, HTML, PHP, Python and Java. Python and Java are his most used and preferred language, he has over 5 years of practical experience with them; including school projects, assignments, exercises and private interest. One of the most unique traits Richard can bring to the team beside his excellent coding habits, is his ability to bring positive energy into any group. He believes any efficient and successful team needs to tackle problems with a smile and positive light.

Richard also believes that his excellent communication and team working skill will contribute to the team effort greatly in the future to come. As someone who has never done any open source project before, by the end of this course, Richard's goal is to learn a good deal about open source project and do more contribution in the future.

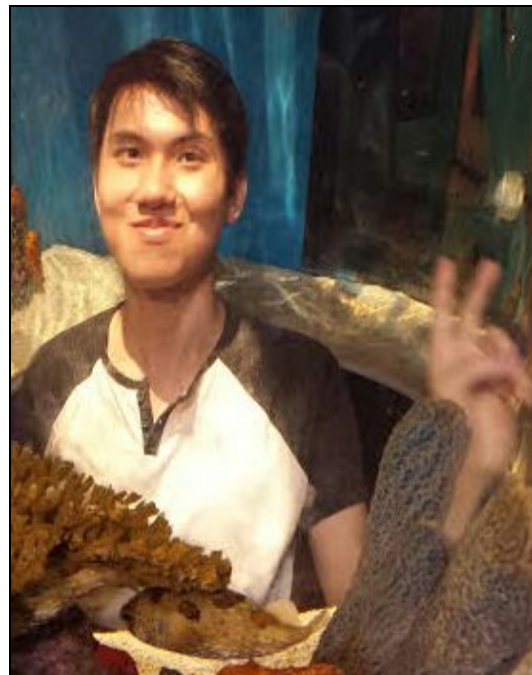


Chun Cho

Chun Cho is a 4th year University of Toronto student studying Computer Science. He is experienced with Java, Python, C, Unix Shell Scripting, Scheme, ML, Visual Basic, and HTML. He enjoys creating software and web apps. His motivation stems from his enthusiasm towards programming. Chun could understand the concepts easily and code for hours without being tired of it. As a result, he learns new technologies, software and programming languages easily. In addition, he also enjoys working in teams and cooperative work as it provides opportunities to meet new people and work together with them. Through working with many different groups and team members, Chun has learned from the best and the worst. In terms of group work he is able to bring organization to the team, increase team morale and create a relaxing work environment at the most stressful times.

Chun's goal is to be the Python master in the team.

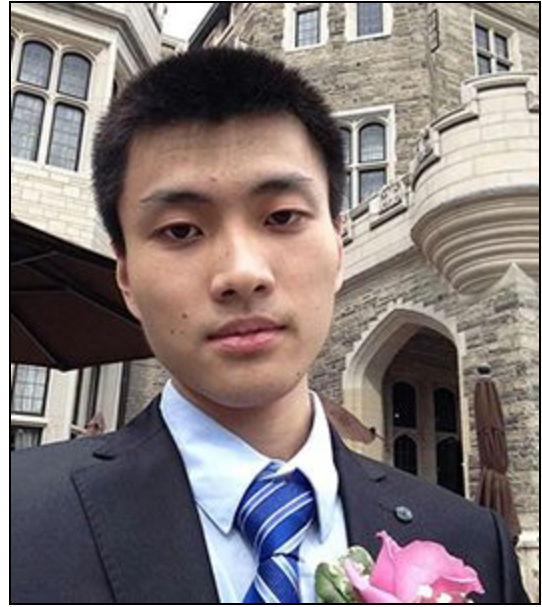
He wants to be able to help teammates in their time of need. His interest includes trying out new restaurants, taking pictures of delicious food, hanging out with his family and playing video games with his friends.



Kai Lin

Kai is a third year Computer Science student specializing in Software Engineering at the University of Toronto Scarborough. He became interested in Computer Science when taking computer related class during high school. Later on, he decided to pursue Computer Science as a career. He enjoys writing programs in the languages he is familiar with, which includes Java, Python, and C. He has a keen interest in learning about robotics, computer graphics, artificial intelligence, and network security. He is capable of learning new languages and adapting to environments quickly. He is dedicated and very committed to projects that he works on, as well as assisting fellow team members to ensure the group stays on schedule.

Kai's goal is to fix as many bug as possible and implement feature that will be useful for others. On his spare time Kai enjoys playing video games, socializing, watch movies, but mostly playing video games with his gaming pc.



Our Awesome Team Lunch

From left to right: Kevin, Geoffrey, Richard, Kai, Chun



For our team lunch, we all got together to grab food at the market place at UTSC. Some of us bought pizza, and others got chinese food from spring rolls. While eating lunch, we discussed our similarities, hobbies and courses we are taking and have completed at UTSC.

Team Agreement

Methods of Communication & Response Times

Facebook

- The team will use Facebook for group conversations. This will be our primary means of communication and will be used to discuss progress, updates, concerns and questions.
- The team must check and respond to questions and concerns within 6 hours interval between the hours of 8:00 am and 11:59 pm.

Skype

- The team will use Skype as their secondary communication tool. Skype will be used for providing updates on the state of the project.

Phone (text message)

- Team members who are either late or missing from the meeting will be made contact using phone calls or text messages.
- During emergency, calls will be made to get in contact with the individual.

Meeting Times / Attendance / Preparation

- Weekly planning meetings are mandatory and will be held every Tuesday from 5-6pm after the tutorial. The place of the meeting will be IC406 or BV498. This meeting will be used to discuss the tasks that need to be done for the following week. For preparation, a list of tasks that need to be done will be compiled. Each member is expected to compile a list of tasks that they finished during the current week.
- Daily meetings are mandatory and will be held from 8pm - 8:30pm over Skype or Facebook group. This meeting will be used to discuss amongst members the following:
 - What has each team member accomplished for the day
 - If there are any problems/difficulties associated with the tasks
 - What each team member is planning to do for the next day
 - In order to for the meeting to move at an acceptable pace, members are expected to be able to answer the above three points.
- Preparatory meetings will be held every week on Tuesday 11am - 11:30am in the Linux labs in the IC building. This meeting will be used to have a short discussion about the current state of the project before meeting with the TA (Paco).
- Weekly meeting with the TA (Paco) will be held every Tuesday from 11:30am - 12:00 pm in Paco's office. In preparation for this meeting, members are expected to know:
 - The current state of the project
 - Their expected task / responsibilities

Version Control

- We will have separated branches for every new feature and a test branch for testing. We will commit code first to testing branch.
- Do testing in testing branch and merge it into master after test completed.
- Commit messages need to be clear and informative.
- Team members must only merge stable and fully functionalized code to master.
- Team members should commit code after finishing code review

Submitting Assignments

- After the code is committed, at least one members of the team must review the changes to ensure it's working without any bugs, any bugs must be reported to the team.
- Codes will be committed one day before the deadline to ensure it is fully functioning.

Division of Work

- Every team member is responsible for approximately 20% of the total work per sprint/deliverable.
- If someone is blocked/too busy with other commitments, he must inform the rest of the team ahead of time so that the work distribution can be adjusted accordingly.
- Responsibilities for each sprint will be distributed based on group member's availability and skill level.

Contingency Planning

- Team members planning to drop out must inform the group ahead of time so their work can be distributed to other member in a timely manner. This will ensure that the team is not affected by the loss of a team member.
- If someone keeps missing meetings, try to communicate with this person to find out why they're missing meetings so frequently. If necessary, try to adjust meeting times so as to accommodate for this team member's schedule. If this behaviour doesn't change, escalate the issue to the TA/Instructor.

Project Tools

Burndown chart

- Google Sheets: A online google sheet used to produce burndown chart. It will be used because it can invite all team member to work on it. Our team decide to use google sheet because any changes that had been made will be recorded. If anyone want to know any changes he could check the revision history.

Task Board

- Trello: A task board that is easy to use. Allow us to create user stories and distribute user stories to our team member. It keeps track of the product backlog and the sprint backlog. Allow us to leave comments under each user stories so that other members of the team will know the status of this user story.

Project Planning

- Google Sheets: Online sheet used to produce project planning. Our team decides to use this because it provide us the ability to save all our changes. This is easy to use and doesn't require to download.

UML Drawing Tool

- Gliffy: Will be used for producing a UML diagram for the project. We decide to use uml drawing tool because it will give us a visual view of our system.
<https://www.gliffy.com/uses/uml-software/>

Deliverable Report:

- Google Docs: Online document used to produce deliverable reports. Our team decide to use google doc instead of other tools because it provide the ability to chat with the group and also let you view changes made by other

Integrated Development Environment(IDE):

- Wing: An IDE for python development.
- Sublime: A hipster IDE for programming in multiple languages.
- Notepad ++: An IDE for programming in multiple languages.

Communication Tools:

- Skype : Online phone call meeting
- Facebook : Interchange opinions and concern
- Phone Texting : Individual contact or mass messaging to the team

Version Control

- GitHub: A version control tool that efficiently manages software development on a large scale. The branching feature provided by GitHub is ideal for developing multiple features in a team environment.