Challenger λ

Team Introduction
September 20th, 2017

Table of Contents

Team Goals and Strengths

Main Goal:

Produce a functional and engaging application for STAB22 students.

Secondary Goals:

We want to gain experience working in an agile software development environment. We also want to challenge ourselves by working with a mixture of familiar and new technologies.

Strengths:

The team is all comfortable working with Java and Python. Past that, each member is capable of working in a variety of different languages and technologies. The team is also very willing to learn new technologies and adapt to the requirements as they come. We also seem to have a good dynamic and are willing to be vocal about ideas and problems.

Team Expectations Agreement

Methods Of Communication:

We will use a Facebook group chat for general communication, if we need clarification or help from a group member. We will use discord for or daily standup meeting. Slack will be used to set up meetings with our TA.

Communication Response Time:

A response from the Facebook group chat should be expected within one hour. Everyone is expected to be on discord within 5 minutes of the meeting start time. We will respond on slack whenever the TA responds.

Meeting Times:

We will have a weekly meeting in person at the computer lab in IC, starting at 11:00 am or 11:30 am, and ending before 1:00 pm. Our daily stand up will be held on a Discord server, starting at 9:00 pm and lasting 10 minutes. We will schedule meetings with the TA whenever we are required to.

Meeting Attendance:

Attendance at all meetings will be mandatory, unless you are sick or need to study for an exam.

Running Meetings:

See context above

Division of work:

During our sprint planning, we will make sure that all features planned for the sprint are explicitly assigned to a person. Code quality will be checked during our code review sessions, where we will be looking for readable code and adherence to Google style guide for JavaScript. The code will be submitted by the team during a meeting before the release date, if team cannot attend meeting then it will be submitted during a meeting between Kevin and Joe. UX/UI design will be done democratically.
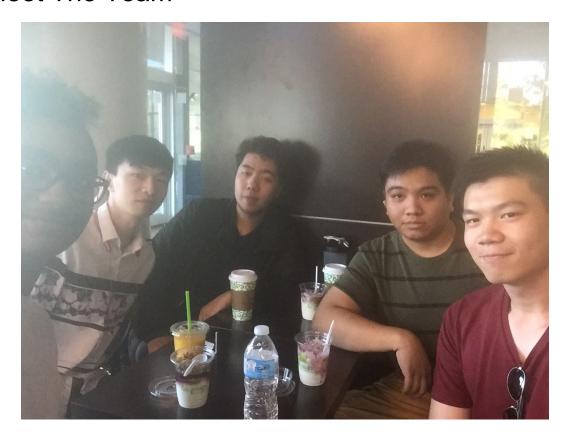
Git:

When working on a new feature, a new branch will be created in our repo, and it will be merged with the master one it is complete.

Contingency:

If a group member is unable to complete their tasks, we will be notified by mid sprint, and that members tasks will be reassigned to the remaining members.

We accept the guidelines of the team expectation agreement and will be honoured by all team members: Salim Mansour, HongDa Huang, Joseph Dong, Kevin Bato and Jin Zheng.

Meet The Team

Biographies:

Names listed in the order of appearance from left to right

Salim Mansour:
Salim Mansour is currently in his second year in studying for a Specialist degree in Software Engineering. He has worked on several projects in Java, Python, and C. Aside from his interest in computer science, he also really enjoys mathematics and physics. He has participated group and solo math competitions in the past, and has succeeded in several, gaining accolades like best in his school and top 25% in Canada. For physics, he was enrolled in an advanced placement class where the curriculum extended to modern day physics, and volunteered for a year to set up labs and tutor students after school. He also has several creative outlets where he can express himself and learn new skills in his free time. For example, he has created several small games, matching his love for game design with his technical skills of programming. All in all, he is a passionate individual and is excited to work on this project.

HongDa Huang:
Hongda Huang is a 3rd year student study in University of Toronto Scarborough campus currently in specialist program in Computer Science Information Systems stream. He is obsessed with software developing and is proficient in Java, Python, and C. He has the

experience work with teammates, solving challenge problems and developed softwares. He thinks of himself as a quiet person, prefer to listening from others, think with his words and put forward his own ideas when necessary. He is willing to hear opinions from others, and adapt new things and technology quickly. When facing problems, he would try combines all he got to achieve higher performance, also he is glad to use new tech. He would like to think before start doing, he believes it helps him finish work more efficiently. He likes playing games after studying (such as League of Legends, ArcheAge and most strategy games). And he goes traveling at set intervals and learning photography recently.

Joseph Dong:

Joe is a 2nd year computer science student at UofT, his main interest as a computer scientist is the applications of computer science in creating development platforms that are powerful, but simple for humans to reason about and use. This has led him to investigate programming languages that are more declarative in nature such as Lispy languages, Clojure, and JavaScript(in some situations), functional programming, and React front-end framework. He currently maintains the linear algebra *constant-algebra on npm*, and the linear algebra calculator website *xxcandiez.github.io/constant-algebra-ux*. In his spare time, he enjoys reading articles and watching talks made by members of the programming community in order to learn more about popular technologies and new ideas in computer science. He also takes playing esports very seriously and watches all of his replays in order to get better.

Kevin Bato:

Kevin Bato is a 3rd year Computer Science student at University of Toronto Scarborough campus. He has completed his Bachelors of Science in Medical Physics at Ryerson University in 2013. He worked as a research assistant for 1 year and a half at Princess Margaret Hospital while doing his undergraduate thesis on Optimal Radiation Dose Fractionation for Lung Cancer Patients. With little to no knowledge of machine learning and data mining for his thesis at the time, his interests grew more towards software development and tools. Now, he is proficient in Java, Python and C also familiar with software tools such as MATLAB and SPSS. His hobbies are playing games (such as League of Legends, Overwatch and Black Desert) and building do-it-yourself projects like hydroponics systems and landscaping. Project like this will come with challenge, teamwork and problem solving that he welcomes.

Jin Zheng:

Jin Zheng is a 4th year student at the University of Toronto Scarborough currently double majoring in Computer Science and Psychology. He has been developing and designing applications and solutions for 6 years. In that time he has developed a proficiency in programming languages such as Java, Python and SQL. He has also recently completed a 16 month co-op term at the Ministry of Education where I worked as a full stack developer on the OSAP platform / AFA module. There he gained experience working with web development tools such as HTML, JSF, and CSS. Outside of CS, he is an avid gamer (particularly competitive games such as League of Legends and Counter Strike) and enjoy building PCs. He is excited to take on this new challenge and to create a product that our client will be happy with.