

PROJECT: UNIT-ASSESS

CLIENT: MR SCHALK LOTZ, MAGNA BC

TEAM: QUADCORE PRODUCTIONS

Author(s):

Mpho BALOYI

Hlengekile JITA

Mayimela MOSES

Mbhele THEMBA

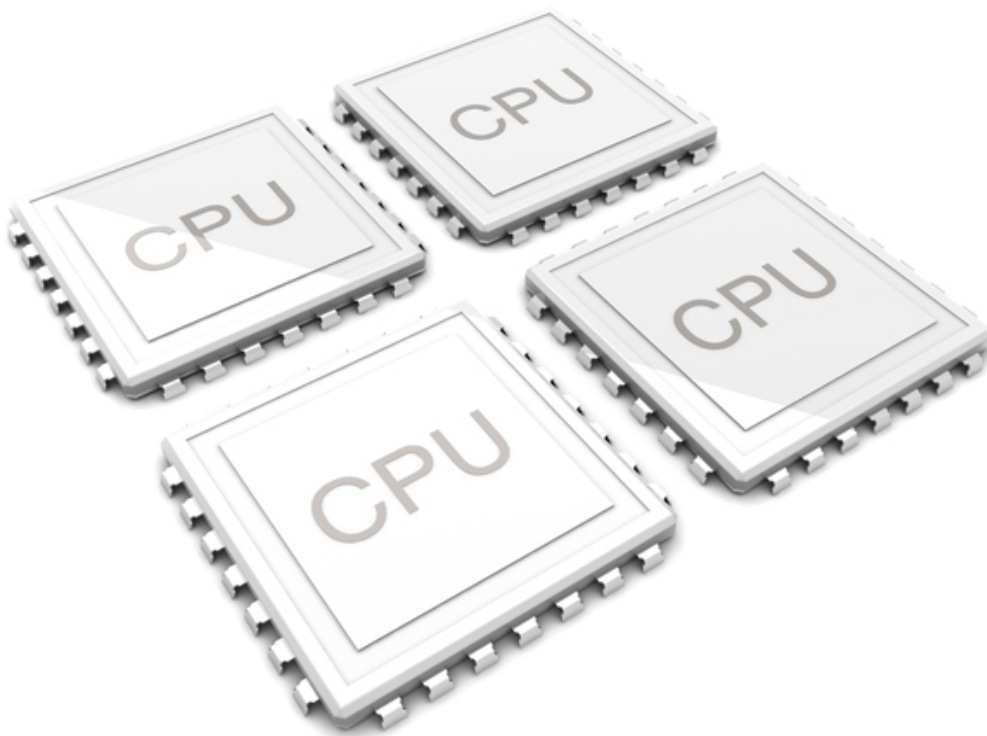
Student number(s):

14133670

14077893

14019702

14007950



University of Pretoria, Department of Computer Science
02 May 2016

1 The Team

1.1 Mpho Baloyi

1.1.1 Interests

- Keeping abreast with new technologies
- Learning and using new technologies to solve problems
- Reading up and doing research on new and old concepts in computer science
- Solving riddles and puzzles
- Helping people through ICT

1.1.2 Technical Skills

- Solid programming skills in java,c++ and python
- Fair amount of knowlegde in assembly programming
- Web development with HTML,JAVASCRIPT,JQUERY,CSS,PHP,AJAX,ANGULARJS
- Interaction Design
- Database design with MySQL
- Understanding of process development
- Unit testing,mocking and dependency Injection

1.1.3 Non-Technical Strengths

- Exellent Communication skills
- Patient
- Creative approach to problem solving
- Pay attention to detail
- Excellent planning skills
- Ability to grasp concepts quickly

- Willness to learn new things
- Ability to interpret and follow technical plans
- Ability to collaborate and work efficiently with other people
- Ability to work under pressure

1.1.4 Relevant Past Experiences

1.1.5 Reasons for wanting to do the project

I want to do this project because it provides me with the opportunity to work with different kinds of technologies and devices and to learn new ways of collecting data.

1.2 Hlengekile Jita

1.2.1 Interests

1.2.2 Technical Skills

1.2.3 Non-Technical Strengths

1.2.4 Relevant Past Experiences

1.2.5 Reasons for wanting to do the project

1.3 Moses Mayimela

1.3.1 Interests

1.3.2 Technical Skills

1.3.3 Non-Technical Strengths

1.3.4 Relevant Past Experiences

1.3.5 Reasons for wanting to do the project

1.4 Themba Mbhele

1.4.1 Interests

1.4.2 Technical Skills

1.4.3 Non-Technical Strengths

1.4.4 Relevant Past Experiences

1.4.5 Reasons for wanting to do the project

2 Project Execution

2.1 Development Methodology

2.2 Communication With Client

To keep the clients informed we are going to use the following means of communication

2.2.1 email

- To inform the client of our progress

- To address any issues or concerns that they client may have
- To acquire information from the client
- To require any resources that the client has to offer for their project,...

2.2.2 Regular Meetings

These will take place depending on the clients availability and willingness. We may discuss the progress of the project,to address any concerns,etc.

2.2.3 GIT

Access to our git repository will be provided to the client,so the client can be able to monitor our progress and have access to the project material. We are also open to any means of communication that the client may prefer or suggest.

2.3 Technical Challenges