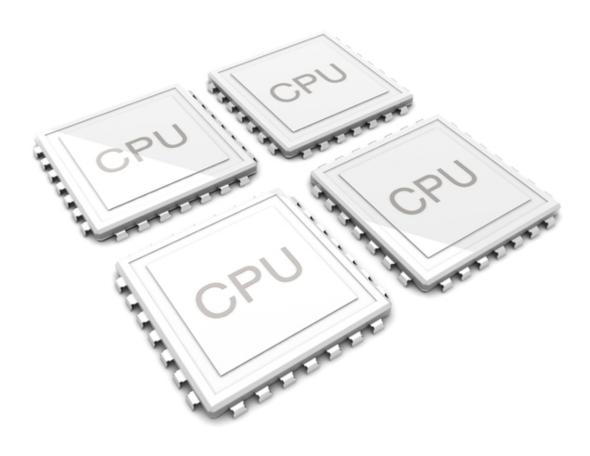
# **Project: Unit-Assess**

Client: Mr Schalk Lotz, Magna BC Team: Quadcore Productions

Themba Mbhele 14007950 Moses Mayimela 14019702 Hlengekile Jita 14077893 Mpho Baloyi 14133670

Department of Computer Science, University of Pretoria

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# 1 The Team

- 1.1 Moses Mayimela
- 1.2 Hlengekile Jita
- 1.3 Mpho Baloyi
- 1.4 Mpho Baloyi

#### 1.4.1 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

## 1.4.2 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

## 1.4.3 Non-technical Skills

- 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

## 1.4.4 What makes you want 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.

## 1.5 Themba Mbhele

# 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 availiability and willness. 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

# 2.4 Technologies