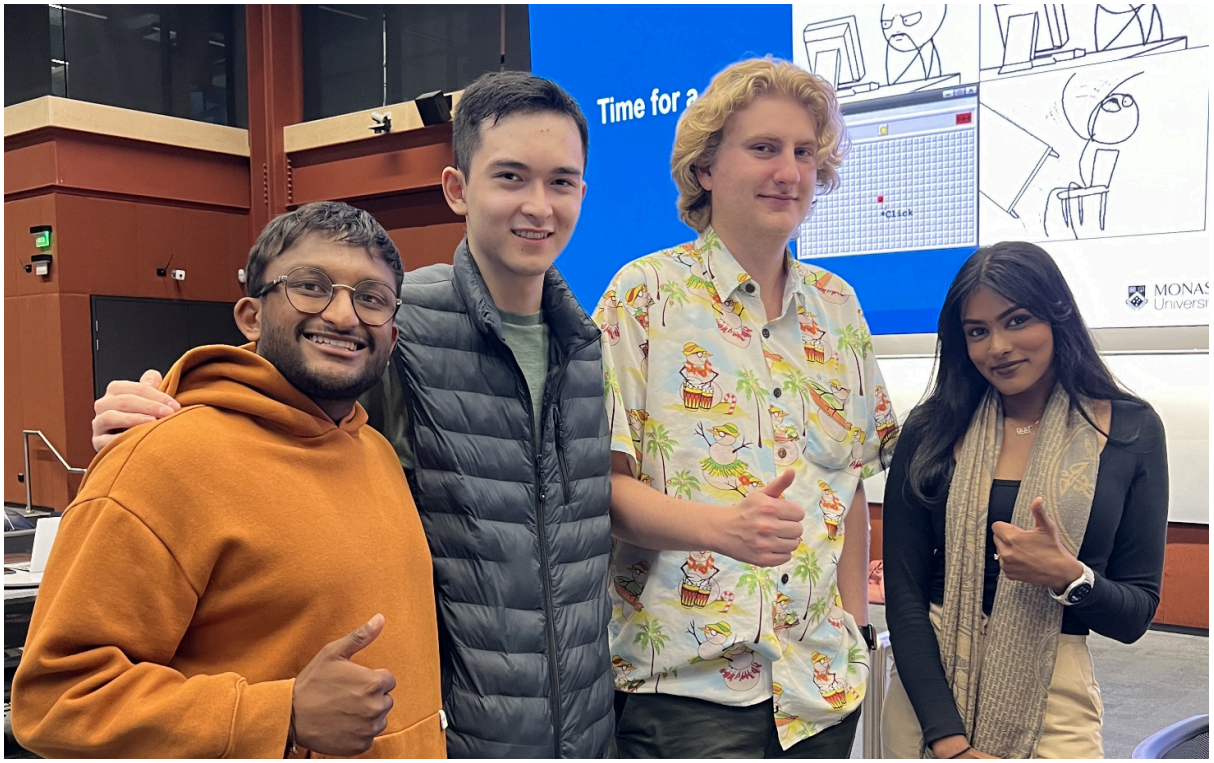
Sprint 1 - Team Membership

Team NOSS - Led by Sam M

CL_Tuesday04pm_Team115



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Meet Our Team

Team Member	Technical and Professional Strengths	Fun Fact
Nick Ballard	- Proficient in python and java - Experience developing desktop, web and mobile applications - Previously used the Agile development methodology to manage projects	I am a dual citizen (AUS/USA)
Omila Herath	- Proficient in python, java and some pyTorch - Extensive experience working in Uni based team tasks and Projects - Personal Experience in creating Reinforcement Learning based projects and interested in AI	I'm training for a Half Marathon
Samuel Morgan (Lead)	- Experienced programmer, with a depth of experience working in OOP. - Completed various placements working amongst different professional teams, as such has experience in cooperation, communication and planning. - Personal experience working in Game Development, and the multidisciplinary concepts that require	I own a pet turtle named Squirt
Sona Hariharan	- Programming experience in python and java - Experience in code testing (unittest and CI/CD) - Experience developing an application while following Agile workflow as a team	I have a sister ~16 years younger than me!

Team Schedule

Our team aims to meet twice a week, with at least one meeting where all team members are present. We maintain meeting minutes, found within our GIT's 'docs' folder, to document the purpose and content of each session, ensuring any team members unable to attend are still up to date.

We typically meet every Sunday evening to share our progress, discuss the agenda for the upcoming week, and assign tasks. These tasks are tracked in our 'Contribution Log' spreadsheet, found at the root of our directory, where each member proactively self-assigns tasks, updates their progress, and sets completion dates. By the end of the meeting, we do a quick recap to ensure everyone understands their responsibilities for the week, and that the workload is fairly distributed.

Our second meeting takes place in person before the Tuesday evening workshops. During this meeting, we review our progress on each task, discuss any challenges, and offer support to each other to overcome roadblocks. This ensures that we can stay on track to meet our deadlines as a team.

Our Technology Stack

Our team agreed to use Java as our technology stack, for a number of reasons.

Firstly, Java is a programming language that was designed with the intention of being used for object oriented programming. The creation of classes are intuitively baked in. Unlike Python, where creating classes requires more complex syntax.

Java also benefits from having additional OOP features, like for example interfaces and public/private variables. Python fundamentally lacks these features, and as such is a more limited tool.

Java is also statically typed, as opposed to Python which is dynamically typed. Static typing is favourable in an object oriented language, as it forces you to rely on the Liskov Substitution principle rather than a hacky implementation of independent classes that might share the name of a function.

Java also benefits from typically being faster to run than python is, thanks to having less overhead and having better memory management, which should improve overall performance of our implementation.

Lastly, Java is a preferred language for our team as all of our group members have had hands-on experience working with it to create a game engine using OOP, while some of our group members are not very familiar with python's OOP implementations. Through our collective background in FIT2099, we have developed a complex OOP structured turn-based game on tiles with Java, and the application of and examples of good OOP design is as such intrinsically tied to our familiarity with the language. As such none of our team members should need much support from the teaching team moving forwards.

Note to Markers

- On GIT, within our 'Sprint 1' folder under 'docs', you can see our progression for Sprint 1 in the 'drafts' folder, including iterations of our domain model, as well as the RAW files.
- Inside our 'prototypes' folder, you can find the source code for each of our prototypes, along with relevant instructions on how to create an executable
- We have also uploaded our contribution log at the root of the directory for your convenience
- Here are the links to our google drive and figma for your reference:
    - Google Drive
    - figma

Please note that both of these resources are set to private, access will need to be granted.