



# **CSCC01: Project Deliverable 1**

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Team L02\_11

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# Goals

1. Gain experience working with a large team and maintain a cooperative environment
2. Learn new skills and teach each other new concepts
3. Achieve incremental goals towards a final product
4. Develop and deliver a product on time that meets the client's needs
5. Exceed the client's expectations in terms of quality

# Strengths

1. Communication and Organization:
  - a. Open to constructive criticism from one another
  - b. Frequent discussions through various platforms
  - c. Effective and strategic planning
2. We share common interests outside of computer science, which builds a stronger interconnected relationship within the team
3. We have equal, but unique programming skills; everyone is capable of contributing equitably throughout the various stages of development

# Members



**Julian Barker**

My name is Julian and I am currently a UTSC student pursuing a Bachelor's degree in Computer Science. I demonstrate my skills best in fast-paced working environments, where I must think and react in a short span of time. Exposure to programming from a young age has defined who I am today and how I analyze information. My passions include learning and perfecting new concepts that may enhance my knowledge in computer science, and discussing new ideas with my peers. Music is another passion of mine; whether it be for apps I develop or for personal keepsake, my free time is spent composing. I also love spending quality time with my dog Grizzly, whom enjoys our long early morning and late-night walks. My ultimate life-goal is to use my abilities to create something useful and life-enhancing to the world.



**Felix Chen**

I'm Felix Chen, a second-year student in the Computer Science Entrepreneurship Co-op stream at UTSC. I feel most comfortable working with Python and Java, but I am also capable of C and some HTML. Also, I have some experience working with databases, specifically SQL. You will find that I am a team-player with strong problem-solving skills. I am always willing to lend teammates a helping hand in order for our team to exceed expectations. Also, I am a very determined and hard-working individual; if you give me (reasonable) work, I will get it done in a well-paced manner. I am a quick learner and a very curious person when it comes to new material; possibly even web development for this project.



**Tito Ku**

My name is Tito Ku and I am a third-year UTSC student studying for a major in Computer Science and Statistics. I am comfortable in Java, Python, and SVN and I also have some experience with C, git, and some Android work. I can work productively individually, but I also thrive working in a team environment where everyone is moving towards a common goal. Brainstorming new and interesting ways to tackle a problem with a team is what I enjoy in group work. I am diligent and always meet deadlines. I do not let pride get in the way of my work and will provide, as well as request, help when needed to complete a given task. I am always willing to learn new things and accept criticism as my goal is to provide something that is working to my group and the client's standards.



**Abhay Vaidya**

My name is Abhay Vaidya and I'm a second-year student in the Computer Science Software Engineering Specialist Co-op program at UTSC. I would best describe myself as a methodical problem-solver with a keen eye for design and attention to detail. I pride myself in bridging the gap between computer science and design to not only build applications that are functional, but also intuitive and visually appealing. In terms of programming languages and software tools, I have experience in Java, Python, C, C++, git, SVN, HTML, CSS, and JavaScript. I also have experience in Android development. Additionally, as an avid graphic and motion designer, I have years of experience in Adobe's line of production software and Maxon's Cinema 4D. I like to stay organized and make sure everything is planned and accounted for, but most importantly, I like to communicate and solve problems as a team.



**Ruyin (Olivia) Zhang**

My name is Ruyin Zhang. I am a third-year student at the University of Toronto Scarborough and I am specializing in Software Engineering. I started here in 2015 and have progressed through the courses with a growing passion for what I am learning. From September 2016 to April 2017, I worked at RBC as a Technical Systems Analyst and later on as a QA Analyst. Throughout that time, I was able to see first-hand the different aspects of real world software development practices. This ranged from planning phases through multiple team meetings (as we have in this course on a weekly basis) all the way to the development and testing of the end software deliverable. My goal for this course is to apply the knowledge that I have acquired through work and academic experience.





## Working Agreement

### Methods of Communication

1. Slack for general communication (primary means of communication)
2. Phone numbers (for urgent situations):
  - Abhay: 647-529-4244
  - Ruyin (Olivia) Zhang: 647-869-8106
  - Felix: 226-600-8613
  - Tito: 647-818-5758
  - Julian: 416-845-5642
3. Email addresses:
  - Abhay: abhay6547@gmail.com OR abhay.vaidya@mail.utoronto.ca
  - Ruyin Zhang: ruyin.zhang@mail.utoronto.ca
  - Felix: felixj.chen@mail.utoronto.ca
  - Tito: tikuto@hotmail.com OR tito.ku@mail.utoronto.ca
  - Julian: julian.barker@mail.utoronto.ca

## Response Times

1. Check when receiving notifications about activity on the Slack
  - Try to check every few hours
2. Phone: Almost immediately
3. Email: Within 24 hours

## Regular Meeting Time

- Meet every Wednesday 3-4pm at BV473 (mandatory)

## Meeting Preparation

1. Everyone should talk about their progress from the past week
2. What help do you need from others? How can we help you?
3. What difficulties did you encounter in the past week?

## Meeting Attendance

- Every meeting should be mandatory with the exception that you notify every other member if you cannot make it
- Try to let the group know at least a few hours before the meeting if you cannot make it (emergencies are an exception)

## Version Control

- Always pull before making your changes and also before you commit to avoid merge conflicts as much as possible
- Git commit message format:  
**Changed/Added/Removed x in y file**  
A detailed explanation of what part of the code was changed and possibly why

## Division of Work

- Self-organizing team (e.g. Scrum method)
- Discuss as a team who should tackle which task depending on each person's strengths and weaknesses

## Submission of Work

Everyone commits their own changes and every commit should be reviewed by at least two other members. The members reviewing should leave a comment on GitHub for that commit stating whether or not the changes are acceptable.

## Contingency Planning

If a team member is unable to complete their work or fulfill their responsibilities (conditions due to sickness, dropping the course or cannot handle their current workload), he or she must discuss the matter with the entire team. As a result, the team decides how to prevent falling behind schedule. A meeting with the TA or professor may be required if the team alone cannot come to a satisfactory solution.

## Signatures

We accept these guidelines and intend to fulfill them:

    