

# MATPLOTLIB: PROJECT DELIVERABLE 1

**Team 16 (Do It Tomorrow)**

**CSCD01**

**January 20<sup>th</sup>, 2017**

**Team Members:**

Mengzhe Lu  
Jubin Patel  
Derek Chow  
Daniel Karas  
Gauravjeet Kala

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# Team Introduction

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## Team Goals:

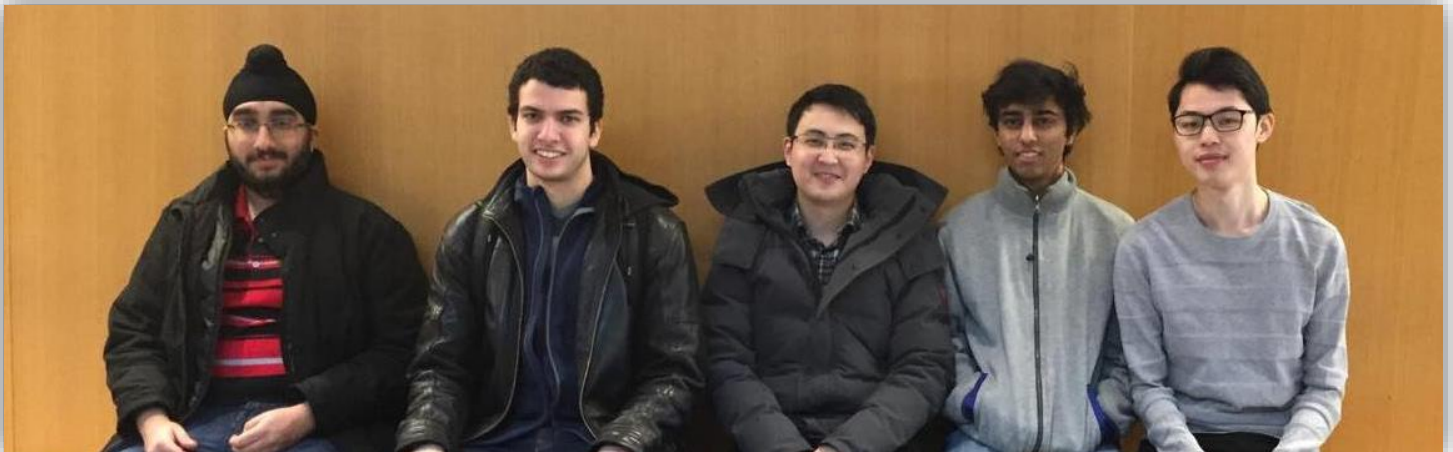
We have set the following goals for ourselves as a team:

- Leave at least 2 to 3 days before the deadline to test and conduct code reviews
- Learn from the development of open source projects and how this process differs from our usual projects
- Have fun and always work to the best of our ability
- Create an outstanding application that towers over the rest!

## Team Strengths:

- Four of us have worked in a professional environment, which allows us to work effectively as a team as well as provide insight to good coding practices
- We are all organized and have strong communication skills
- We all have the same goal in mind and are excited to learn
- We all have strong technical skills and are highly motivated in showing initiative and delivering the best product

## Team Photo:



Team “Do It Tomorrow”

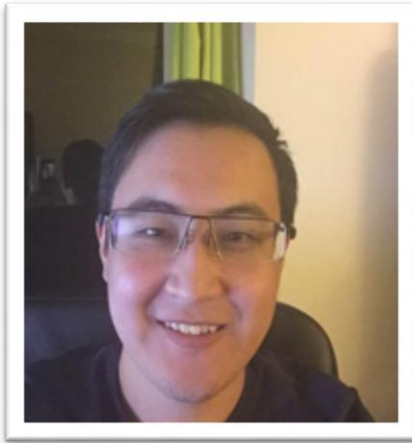
From Left to Right:

Gauravjeet Kala, Daniel Karas, Mengzhe Lu, Jubin Patel, and Derek Chow

# Team Members

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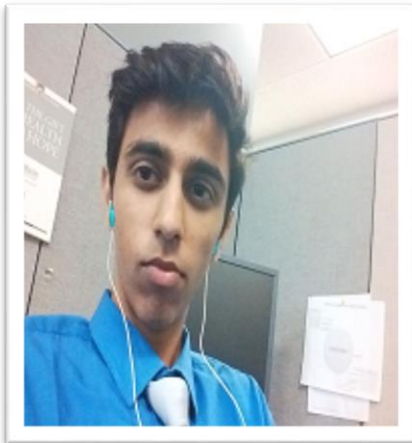
## Mengzhe Lu



Mengzhe Lu is a 3<sup>rd</sup> year international computer science student in University of Toronto - Scarborough Campus under the software engineering specialist stream. He was familiar with many basic program languages such as Java, Python, C and other else. He also skilled in database, UI design and several frameworks. He is able to quickly learn the ropes when working with new, innovative technology. He has always enjoyed coding and debugging. He excels at assessing complex problems and coming up with creative solutions. In fact, when he was in high school, he had already starting coding using basic and C++. Soon afterwards, he selected Computer Science as his major. Now he is taking CSCD01 to learn project management and software design. He is looking forward to completing any project with this team.

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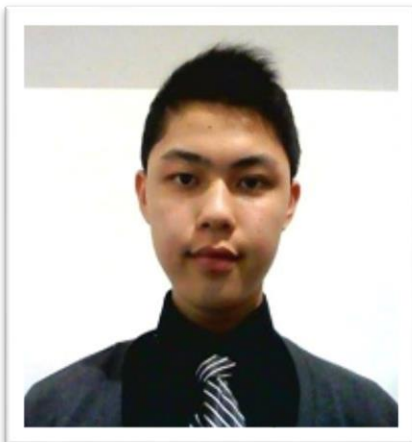
## Jubin Patel



Jubin Patel is a 3<sup>rd</sup> year computer science student in the software engineering stream. He was introduced to computer science in grade 10, however he fell in love with it in grade 11 and that's when he decided to pursue a career in it. He has been coding ever since high school, and is familiar with various programming languages and testing methodologies. He has completed three co-op work terms, at two different government ministries, working in agile team environment as a Quality Assurance assistant. The work experience gained through co-op has allowed Jubin to be exposed both business side, working with clientele information and technical side, where he was exposed to various software used in Quality Assurance. When Jubin isn't on his computer doing what he loves, you can usually find him at the basketball courts, at the gym playing badminton or working out.

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## Derek Chow



Derek Chow is a 4<sup>th</sup> year computer science student specializing in the comprehensive stream at the University of Toronto – Scarborough Campus. He is an adept programmer with extensive knowledge in Python, Java, Visual Basic, and C. He is also familiar with various software development life cycles and several testing frameworks, including PyUnit and JUnit. He has worked with several teams within the Ministry of Health and Long-Term Care (MOHLTC) where he has continually demonstrated excellent interpersonal skills and work ethic. In addition, Derek has used his technical and programming skills to implement innovative tools to help the Service Desk team at MOHLTC improve their business and communication processes.

When Derek is not focusing on work, he enjoys spending time with family and friends. His hobbies include archery, fishing, and playing basketball.

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## Daniel Karas

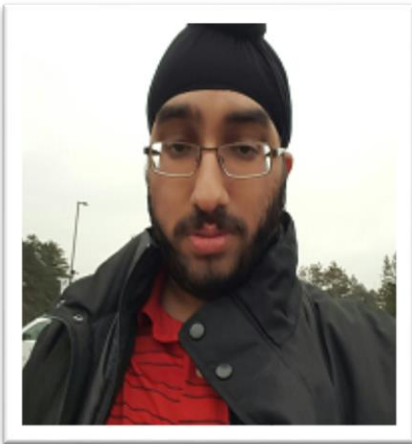


Daniel Karas is a 4th year computer science student specializing in software engineering at the University of Toronto – Scarborough Campus. In 2015, he was a software developer at Think Research and created a mobile web application used by nurses to monitor diabetics' progress. The previous year, he was a programmer at Rouge Valley Health System, where he created, maintained, and ensured the security of several web sites. In 2014, he was a Junior Analyst at Royal Bank of Canada, where he assisted in the development of the RBC mobile banking application. In 2013, Daniel started his own business 'Nothin'ButNet Apps' where he designs, develops, and markets Android applications in the Google Play Store, both natively and using Unity3d. Earlier that year he volunteered at Marktam Systems Group, where he originally learned Java and the basics of developing Android Applications.

Daniel also enjoys playing basketball, both recreationally and competitively.

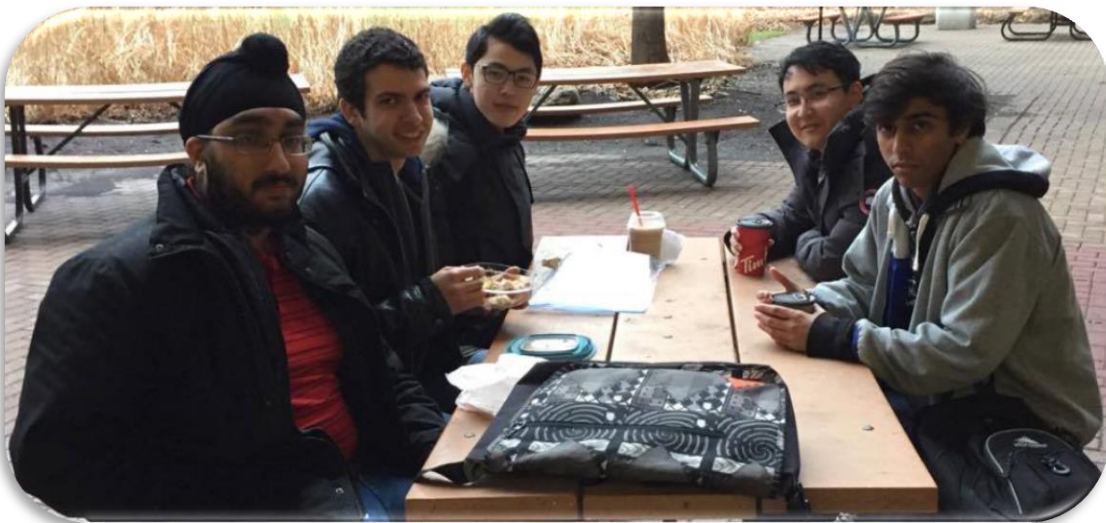
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## Gauravjeet Kala



Gauravjeet Kala is a 4<sup>th</sup> year Computer Science student specializing in the Software Engineering stream at the University of Toronto Scarborough. He is an adept programmer with extensive knowledge in Python, Java, Visual Basic, C#, C, and Shell. He is also familiar with various software development life cycles and several testing frameworks. He has worked with teams from CIBC, AGF and IFDS, where he has demonstrated excellent analytical skills and work ethic. In addition, Gauravjeet has used his analytical and programming skills to develop tools to help the teams from all of the previously mentioned organizations improve performance and functionality. Gauravjeet has also gained proficiency with the FTP transfer protocol because during his time employed at AGF, he was responsible for the development of an FTP transfer tool. When Gauravjeet is not focusing on work, he enjoys spending time with family and friends. His hobbies include baseball, tennis, and watching movies.

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Team "Do It Tomorrow" sharing a meal in the courtyard of Humanities Wing

# Project & Communication Tools

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As a team, we have discussed and decided to have the following applications to aid us in our project:

## **1. Asana**

- Asana allows our team to delegate tasks to each team member for each sprint
- Provides an overall view of the completion of the project
- Provides an effective tool for sprint planning and a visual task board to keep all team members organized
- Allows all members to remain organized by indicating who is doing which tasks, for every sprint, and their respective deadlines

## **2. Facebook Messenger**

- Facebook Messenger is our team's main communication tool. We have already confirmed that all members are currently using Facebook Messenger
- As stated in our team agreement, we have a maximum response time of three hours if an emergency arrives. If a member doesn't respond within the three hours, we will contact the member through their cellphones instead

## **3. GitHub**

- We will use GitHub by creating two separate branches, one is the master branch and the other is a testing branch
- All final submitted work will be located under the master branch after all code has been reviewed
- All member-submitted work will first appear under the testing branch and once it has been reviewed and approved, it will be merged into the master branch

## **4. Discord**

- Discord is our secondary communication tool, which is going to be mainly used for online team meetings and online team coding sessions
- Discord allows us to communicate effectively with voice chat and provide the necessary chat room if voice chat is not an option