SPAGHETTI CODE

Student Group for CSCD01
Winter 2021

Introduction

Our team name is Spaghetti Code and our team members include Julian Barker, Jesse Francispillai, Saad Ali, Adam Ah-Chong, Andrew Gao, Laphonso (Poncie) Reyes. We plan to use our combined skills to create quality, well-functioning code bases and revise known issues in SciKit-Learn using proper agile methodologies.

Goals

Our goals for this project include development around two easy level bugs/features, two medium level bugs/features and one hard feature with focuses on performance and enhancement related issues. Along with our implementation, we aim to maintain the appropriate code style guidelines and document our changes as accurately as possible.

Strengths

Our team's combined skills and abilities stem from having a significant amount of combined real world work experience and the members are used to working in agile environments. We also have a varied background in different programming languages, which gives us flexibility in our approach to any kind of project.

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. Furthermore, I am currently employed at Environment Canada as a Software Developer. This real-world environment has exposed me to difficult day-to-day tasks, as well as coordinating projects with other individuals on my team. Not only do I demonstrate my skill set in a professional setting, but I also develop video games in my spare time, as it enables me to

further expand on my passion for animated programming, as well as music and art.

Jesse Francispillai

My name is Jesse and I am a fourth year Computer Science student at UTSC. I enjoy programming for fun as well as in a professional setting where I can apply the concepts learned in my undergrad to excel at the tasks at hand. I have previous internship experience at Oracle and Fleet Complete and I am excited to get my career started as I near graduation and search for full time positions. Outside of school, I enjoy personal hobbies such as working out, playing sports and socializing with friends whenever I can to keep my screen time low and have a more balanced life. I also like exploring nature and finding new places to chill with friends in Toronto. I am excited to get started in CSCD01 alongside my teammates where we can showcase our skills in a real development environment.

Saad Ali

My name is Saad Syed Ali. I am a 4th-year student, currently on my way to finish my bachelor's degree in computer science at the University of Toronto.

I have always loved my field, having been enthralled by the possibilities since my first year in university. My school has focused, increased, and enhanced my knowledge of computer science to great degrees, furthered by my own study and projects in machine learning, artificial intelligence, and mathematics.

My time as a Test Developer at Caseware Incorporated taught me the skills of a practiced industry programmer. It was here I put my education to the test, and really immersed myself in Waterfall and Agile coding in an industry environment.

I am a hard worker, a team player. A strong, practiced coder, programmer, designer, and tester, passionate about my field and practiced in my work.

Adam Ah-Chong

My name is Adam Ah-Chong, I am a 4th year student at UTSC, majoring in Computer Science and Physics and Astrophysics. I have had an interest in technology and science since I was young, and it has pushed me to study computer science and physics until now. I have always been interested in the inner workings of the technology and software I use, especially in video games. I have had a year long co-op experience as a developer using Java, HTML and SQL. During my co-op, I was also able to experience the quality assurance and testing process, and work in an agile development process. While I plan to work in the future as a developer, I hope to be able to find a job where I can use significant parts of both of the fields I've studied.

Andrew Gao
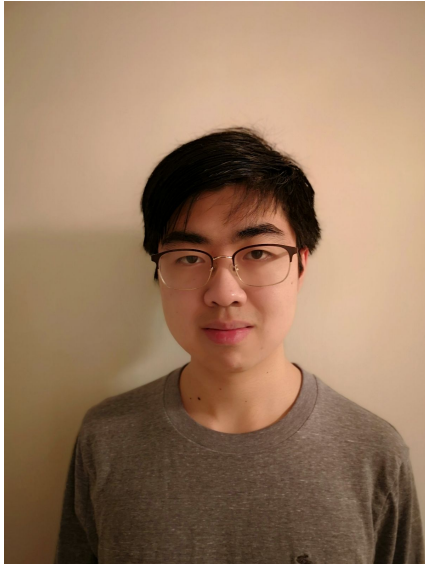
My name is Andrew Gao, I am a 4th year student at UTSC, specializing in computer science. I enjoy learning new concepts of programming and enjoy interacting with other people. I have previously worked as an open-source developer at IBM where I was able to develop my skills and get more experience with many real-world tools such as Jenkins and develop my skills in C++ and assembly. In addition, I enjoy many hobbies such as playing video games, and card games. I am looking forward to work with the talented individuals in my CSCD01 group to tackle this project. I hope to learn new things and apply my previous knowledge to tackle the project.

Laphonso (Poncie) Reyes
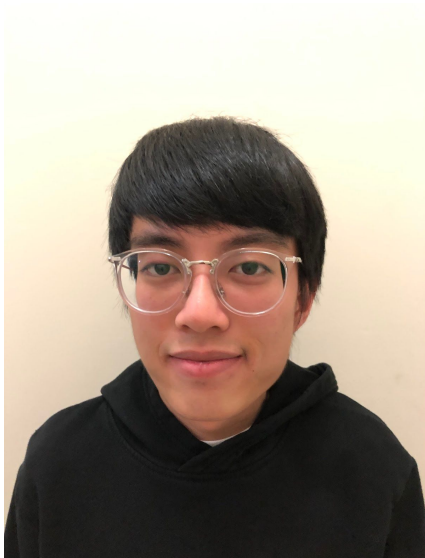
My name is Laphonso Reyes, but I usually go by Poncie and I am a fourth year Computer Science student at UTSC specializing in Software Engineering. Growing up, I was introduced to programming by my father and I have been in love with it ever since. I enjoy trying and learning new technologies, frameworks and discovering new ways to do a task. I have previous co-op experience as a full stack mobile developer for SCI Marketview working with C# and SQL. During my time at SCI I acquired real-world experience with agile methodology and was able to also experience a little bit of DevOps and

test driven development. Another aspect that I like about programming is that it is team-based. The collaborative nature of software projects makes it very enjoyable for me and so I am looking forward to working and learning with everyone in CSCD01!

TEAM AGREEMENT

Methods of Communication

1. Slack for general communication (primary means of communication)
2. Phone numbers (for urgent situations):
    - Julian Barker: 416-845-5642
    - Jesse Francispillai: 613-408-0530
    - Saad Ali: 416-500-3614
    - Adam Ah-Chong: 647-531-1819
    - Laphonso (Poncie) Reyes: 647-531-9600
    - Andrew Gao: 416-558-8567
3. Email Addresses
    - Julian Barker: julian.barker@mail.utoronto.ca
    - Jesse Francispillai: jesse.francispillai@mail.utoronto.ca
    - Saad Ali: saadsyed.ali@mail.utoronto.ca
    - Adam Ah-Chong: adam.ah.chong@mail.utoronto.ca
    - Laphonso (Poncie) Reyes: laphonso.reyes@mail.utoronto.ca
    - Andrew Gao: a.gao@mail.utoronto.ca

Communication Response Times

1. Always ensure to check receiving notifications about activity on Slack.
    - This means that regular activity throughout the day, each member will be checking Slack for any activity regarding project deliverables.
2. Phone calls must be answered immediately.
3. Emails must be responded to within 24 hours.

Regular Meetings

- Meet every Friday at 3pm on Zoom (mandatory)

Running Meetings

- Scrum leaders for each meeting will be assigned with respect to a predefined schedule. This schedule enables a clear rotation of this role for each Scrum.
- Attendance to every meeting is mandatory with the exception that you notify every other member prior to the agreed upon time that attendance is not possible.
- Try to let the group know at least a few hours before the meeting if you cannot make it (emergencies are an exception)

Meeting Preparations

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?

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

Submitting Work

Everyone commits their own changes and when ready, issue a Pull Request. Such Pull Requests dictates the merging of one's feature branch into our master branch. Members are only permitted to merge their changes when at least three others have approved them.

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:

Date: January 31st, 2021

Software Development Tools

- We will be using the Agile Methodology for the duration of this project.
- We are using Slack for communication.
- Zoom for scrum meetings.
- GitHub for repository version control.
- JIRA issue tracking to keep track of issues and features.
- Visual Paradigm for UML diagrams
- SciKit-Learn for project contribution
- Google Sheets to keep track of responsibilities and sprint planning