**Team Canvas Basic**

**1 GOALS**

**What we want to achieve as a group? What are our key goals that are feasible, measurable and time-bounded?**

* The main goal of the S4 Baby Patient Simulator project is to redesign the given prototype from the S3 project in order to guarantee working ventilation and chest compression functions

**What are our individual personal goals? (Should be skills goals)**

Marc:

* Learn how to deal with a problem in an interdisciplinary group
* Communication between all involved project members
* Try to understand the tasks, problems and needs
* Feedback
* Develop programming skills
* Get in touch with the fundamentals of embedded systems
* Read manuals if problems appear
* Discipline
* Learn something new
* Be open minded
* Try things out

Mylo:

* Develop presentation skills
  + More confidence when giving a presentation
  + Better preparation
* Work on taking the lead when there's no clear program or tasks on what to do
* Improve working on a team
  + By experience

Youri:

* Achieve a working collaboration system. B.v. sprint.
* Dare to give feedback to others, and do this in a non-intrusive way
* Ask for help when needed.
* Keep track of assigments and classes so they don’t catch me by surprise.

Niels:

* Develop system integration and programming skills.
* Work on communication skills in a Team.

Antonios:

* Develop programming skills
* Practice in writing readable and understandable code
  + Make comments that explain the implementation when needed
  + Make code review for implementations other people made, as well as ask for feedback on my implementations
* Broaden my knowledge of sensors and low level software design
* Become more involved with the project group
  + Take a more proactive approach to dividing tasks
  + Be more communicative with the project group members(ask for and give feedback, be more vocal when making decisions for the group)

Sima:

* Learn to work with new programs.
* Work on (especially englisch) communication skills in a project team.
* Learning rapid prototyping.

**2 VALUES**

* Sustainability
* Improving health care
* Open source
* Free speech
* Teamwork

**3 Roles and Skills**

**Marc**

* (ESE experience)
* Programming skills in Java and Python, (C++, C)
* Knowledge in SQL, relational databases and multidimensional databases
* Machine Learning
* Structured and organized

**Mylo**

* IDE experience
* Improving SW skills
* Improve sketch quality
* Improve poster qualities

**Youri**

* IDE experience
* SolidWorks experience
* Blender experience
* Drawing experience
* Photoshop and other Adobe products.

**Niels**

* ESE experience
* Arduino and Raspberry Pi

**Antonios**

* ESE experience
* STM32 programming using CubeMX and Cube IDE
* Programming in C, C++

**Sima**

* IDE experience

**4 Rules & Activities**

Rules:

* We speak freely to each other
* Honest feedback, positive but also negative
* We decide as a team
* Assign and divide tasks appropriately
* Everyone is prepared for Monday and Tuesday
* Results > Documentation

Activities:

* Make an agenda for Monday and Tuesday first
* Daily standupà twice a day, one at 10:00 and one at 13:00

**5 Purpose**

* Develop our technical and social skills
* Practice problem-based learning
* Bring theory into practice

**To Do:**

* Write a progress report(It s on onderwijsonline) ßDon’t wait to long with this task. àsend these to Johan and Paul
* Make an agenda for these meetings, notules as well
* Every two weeks you need to present to Johan, do this in pairs of 2 so it’s more organised.
* Daily standupà twice a day, one at 10:00 and one at 13:00(Do this with Johan once in a while) à Helps you stay on track and help each other to LEARN
* Make a matrix with tasks so theres a clear overview of everyones tasks.