

Project Tender

Project: Figbook
CLIENT: FIGTORY ANIMATION

Team: Creativate

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Here's a link to GitHub. https://github.com/SpheMalo/COS-301-Main-Project.git

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1 The Team

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1.1 Jimmy Peleha

1.1.1 Interests:

- Chess
- Programming
- Travelling
- Gaming
- Socialising
- Programming Olympiads

1.1.2 Technical Skills:

- C++
- Java
- Python
- C#
- MySQL
- $\bullet\,$ npm and Node.js
- PHP
- HTML, CSS
- XML
- Bootstrap
- Javascript
- Hardware Maintenance

1.1.3 Relevant Past Experience:

I am a two-time finalist in The Standard Bank IT Challenge. One of which my team placed third representing the University of Pretoria. This makes me confident that I can handle problems, especially in a team, whether I am under pressure or not. Synchronization and punctuality are key.

1.1.4 Non- Technical Strengths:

- Very approachable and charizmatic
- Workplace experience
- Diligent
- Problem identification and solution finding
- Forward and straight to the point
- Honest

1.1.5 Why I chose this project:

I personally have an interest in the business side of ICT. Processing large amounts of data and transforming it into information that makes a difference in the overall performance of an organisation makes me feel like I've just triggered a series of well-placed dominos. This project will have my attention effortlessly. I can learn from this project because I plan to start my own business soon.

1.2 Sphelele Malo

1.2.1 Interests:

- Sports
- Security, networking and mobile development
- Gaming
- Listening and creation of music
- Reading

1.2.2 Technical Skills:

- Programming
- Monitoring
- Computer and electronics
- Complex problem solving
- Active listening
- Experienced with emerging technologies

1.2.3 Relevant Past Experience:

2013 Present: vacation work with Interfront, designing customs using agile development, and did ICT support.

Experienced HTML, XML, SQL and even mongoDB and other emerging technologies studied during my course in the university

1.2.4 Non- Technical Strengths:

- Curiosity
- Teamwork
- Communication skills
- Cultural fit
- Responsibility and initiative

1.2.5 Why I chose this project:

I enjoy both concurrency and web programming, combining the two, gives me an opportunity to make use of the skills I have learnt and at the same enjoy the experience. Which makes this an ideal project, not only for me but also the team. My team also shares this interest and/or view, of which is very important going forward (project development)

1.3 Armand Pieterse

1.3.1 Interests:

- Computer gaming.
- Programming/Software development
- Mixed Martial Arts
- Electronic Technology

1.3.2 Technical Skills:

- C++
- Java
- C#
- MySQL
- SQLServer
- MongoDB
- PHP
- HTML,CSS
- XML
- Javascript and JQuery
- Visual Basic

1.3.3 Relevant Past Experience:

I have experience in XML and C# /Java which I should benefit from for this project. Although I personally don't have much experience with a Data Lake, and how it works, I am very excited to gain an understanding of it as well as learning all the technologies and strategies that goes along with it.

1.3.4 Non- Technical Strengths:

- Hard Worker.
- Friendly and easy to work with.
- Perseverance
- Work well in a team and alone.
- Self-motivated.
- Motivating others.

1.3.5 Why I chose this project:

I personally chose this project, because I have a desire to learn more about real world IT problems/challenges and how to provide a solution for it. I am at the point where I'd like to apply what I've learned so far as well as to learn more as I do so. I believe choosing RMB's project is one of the best options, because you are a respected and well-known company/bank.

1.4 Kgomotso Sito

1.4.1 Interests:

- Soccer
- Web programming
- Gaming
- Listening to music
- Reading

1.4.2 Technical Skills:

- Programming
- Monitoring
- Operations and systems analysis
- Mathematics
- Computer and electronics
- Complex problem solving
- Active listening
- Agile methodology
- Experienced with emerging technologies

1.4.3 Relevant Past Experience:

2013 Present: vacation work with Interfront, designing customs using agile development, and did ICT support.

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2 Project Execution

A release will be delivered to the client on a frequent basis, and so the clients availability is very crucial during the development phase. This is done to keep us (the developers) and the client on the same wavelength, with regards to the scope and changes to requirements and this also encourages progress.

The team will work together most of the time, at times separately depending on the work load and how work is divided. The project is web-based and so HTML for obvious reasons will be used, together with the other technologies e.g. mongoDB, javascript, ajax, nodeunit and others depending on the development process.

We promise fully functional working system, a better system than the one initially requested. The client will be happy and welcoming to the system, as they were involved throughout the development process.