La Vité

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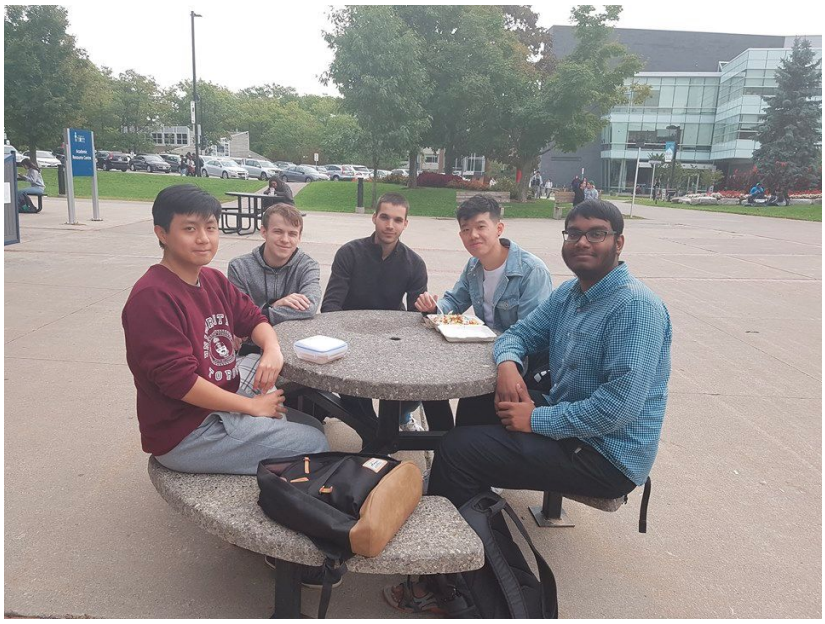
Team Introduction



(Members from left to right: Qi Hang Yang, Michael Rossinski, Vilen Milner, TianYi Zeng, Arnob Talukder)

Goal

Our goal in this project is to create a professionally structured piece of software that is easy to use, understand, and improve for the future. We plan to meet on a regular basis with one another, to clarify and discuss the needs of our client.

Strengths

Our team excels in basic programming languages of python and java. Each member is able to create well structured code that uses OOP and design patterns. We are capable and comfortable working under pressure and delivering the best product within the time given. Our resourcefulness and the ability to quickly learn allows us to confront any challenges and problems that might arise. Another large strength is our optimistic attitude towards the work given, which will let us cover for each other's mistakes and weaknesses.

Team Agreement

Methods of Communication

We will use Facebook Messenger for general communication, discussing ideas, and/or to announce meetings.
Discord will be used to communicate by voice while group members are at home. It will also be used to distribute miscellaneous files, information as well as announcements.
SMS will be used if all other communication options are not available.

Communication Response Times

On weekdays, a response time of 4-6 hours is expected from group members. On weekends, this response time will be limited to 6 hours.

Regular Meetings

At least one mandatory meeting every week, available times are:
Wednesdays from 1-2 PM
Thursdays from 12-1 PM
If a meeting cannot happen on either of these days for any reason, then group members are expected to meet on the other day. If a situation arises in which the group is unable to meet both days, then a discord group call will be announced with flexible time.
TA meetings will be held in Thursday time slot. When TA is unavailable, Wednesday times slot could be used or another time will be scheduled.

Running Meetings

Meetings will be held in-person in BV 473. If a group member is unable to attend, they will be messaged through one of the previously mentioned communication methods. During and after the meeting, the missing member will be informed of what has transpired during the meeting, and what their responsibilities are.

Meeting Preparations

Meetings generally will not require any means of preparation, however, each group member is expected to have a general idea of what they would prefer to work on in the following week. In addition, group members should be ready to discuss what they have done the week prior.

Team agreement continued

Version Control

Group members are expected to write meaningful and informative commit messages, stating exactly which files were edited, or added, for what reasons. Automatically generated files are not permitted to be pushed onto the repository.

Division of Work

Division of work will be discussed in every weekly meeting. Group members will be assigned equal amounts of work. If a group member does not complete their assigned work from a previous week, then they may be asked to perform extra tasks.

Submitting Work

All group members are expected to submit their finalized copy of work precisely 24 hours before each weekly deadline. The final 24 hours will be used for QA, locating errors and debugging.

Contingency Planning

If an event occurs in which a team member is incapable of contributing work, then their previously assigned task(s) will be added to the following week's backlog. If a member will be planning to drop the CSCC01 course, the member should contact all other members about the decision. If the number of members will be reduced to an insufficient number, we would contact TA or instructor about the situation.

In the situation where a member(s) is academically dishonest, a warning will be given and the work plagiarised will not be part of the product and submission. However, if that member(s) continues to behave academically dishonest, a report will be sent to the instructor.

Team Members

Vilen Milner

Vilen Milner is three years into the software engineering stream of the computer science program at the University of Toronto Scarborough. He was first interested in programming from a young age and learned mainly through trial-and-error a lot of the fundamentals that he still use to this day. The courses he has taken thus far in high school and university have helped to refine many of these skills. He has learned many algorithms that deal with solving practical problems that require optimization of sorts, and he learned tools to help with planning and designing large scale projects. Technical skills include Java, C#, Python, as well as basic knowledge of web development skills (HTML, CSS, JS, PHP), MySQL databases, some knowledge of C and Lua and familiarity with Unix. This knowledge of technical skills combined with what he has learned thus far means that he would be suited to complete any task a junior developer would be assigned to complete.

Michael Rossinski

Michael Rossinski is currently a second year Computer Science student at University of Toronto Scarborough, specializing in the Software Engineering stream. He picked up a strong interest for the field since grade 10, and has been involved in many large-scale projects including 2 games, and multiple group-based tasks. He has since taken many technical courses throughout university, focusing on software design, practices, databases and object oriented programming. Throughout highschool and university, he acquired 3 years of experience in java programming and 1 year of experience in python. He was also a participator in the ECOO 2016 programming competition where he worked with others to solve complex real-world problems. He is a strong collaborator and is not afraid to take on a leadership role when it is necessary. With his strong technical background and fast learning capabilities, he is confident in his ability to overcome any obstacle, given enough time and resources.

Qi Hang Yang (James)

Qi Hang Yang is a third year student of University of Toronto Scarborough, currently with a software engineering specialist program. He has been involved with computer science ever since high school, participating in coding events that involved fundamentals of programming. After enrolling into University of Toronto, it further solidified skills in computer science. This includes Object-Oriented programming, programming with abstract data types, applying well known algorithms for programs and implementing design patterns. While learning the concepts and ideas, he also had the opportunity to improve his array of languages, which now includes: Python, Java, HTML, CSS, relational SQL, and familiarity of C and PHP. Another valuable asset that he has developed over the school years and various jobs he has helped with was the ability to communicate and work under pressure in group environments. Qi has made many mistakes as to not properly participate with the team, which he had to eventually change his attitude towards group efforts. Now he is confident with his skills and attitude so that any future team assignments will be successful.

Tianyi Zeng

Tony Zeng is a 3rd year software engineering student in University of Toronto Scarborough Co-op program. He first learned his fundamentals in his second year of university, where he studied the basics of Java OOP, recursion, linked-lists, and efficiency/big-oh running time. For his final project, he worked in a group to complete a final project of an app based on searching and booking flights. Aside from in class software development, Tony has also attended Hack the Valley, where his group planned and developed most of a tutoring phone tutoring book and search app. After the end of his second year, Tony worked at IBM as a 16 month intern under Systems Verification Test. Here he learned basic knowledge of perl scripting, automation and experienced what it was like to work in an actual development environment. As an individual who values and loves developing new things, Tony understands the most important function for any employer would be the ability to coordinate and work effectively as a team. He has experience being a leader, as well as following multiple instructions and tasks under pressure.

Arnob Talukder

Arnob Talukder is a 3rd year computer science student at the University of Toronto Scarborough, specializing in software engineering. Having taken interest in computer science during his second year of high school, he has participated in multiple contests - computer science and others, throughout high school. After his enrollment into University of Toronto, his strong foundations formed in high school allowed for rapid improvements in more advanced techniques such as: agile software development, user-centric design planning, and database management. He is also a very versatile and flexible coder, being able to quickly adapt to many of the common languages such as Python, Java, HTML, C, Turing, and relational SQL. On the hardware side, he is very comfortable with computer hardware, and can easily detect and troubleshoot many common hardware problems. Moreover, Arnob has exceptional communications skills, improved by many years of volunteering at the Toronto Public Library, as well as over two years working in retail for BestBuy and Staples. He often encounters uncooperative customers at his work, but his rationality and communication skills almost always tides the user into make a better, more informed purchase. With his continually improving skills, he is sure to be a great addition to any team; software development or otherwise.