



**SSS**  
Sweet & Spicy Sixteen

For CSCC01 - Introduction to Software Engineering

## Project Report

### CONTACT INFORMATION

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## Meeting the Team

This team consists of hard-working individuals who are dedicated to the art of programming and want to give it their best efforts to develop an amazing application. The team's ultimate goal is to create a fully-functional application that can be used by anyone, whether it is staff or students, regardless of their technological strengths; and, for all of this to be done while working in a friendly, welcoming environment. The team's main strength is their willingness to work together and learn quickly in order to complete any task to the best of their abilities.



## Roshan's Biography

As a young child, Roshan was always interested in the world of medicine and felt he was destined to become a doctor and find all the cures in the world. Life progressed and he soon grew to realize that he wouldn't be fit as a doctor because he couldn't stand the sight of any gore. Once he entered high school, he met his one true passion for gaming and grew interest in learning how to program so he could be able to design his own games.

What started as a passion soon became his life decision; Roshan is currently specializing in the Software Engineering stream at the University of Toronto Scarborough to accomplish his dreams. Although he has varying experience in multiple programming languages, he keeps striving to satisfy his thirst for more by researching and attempting to create his own games.

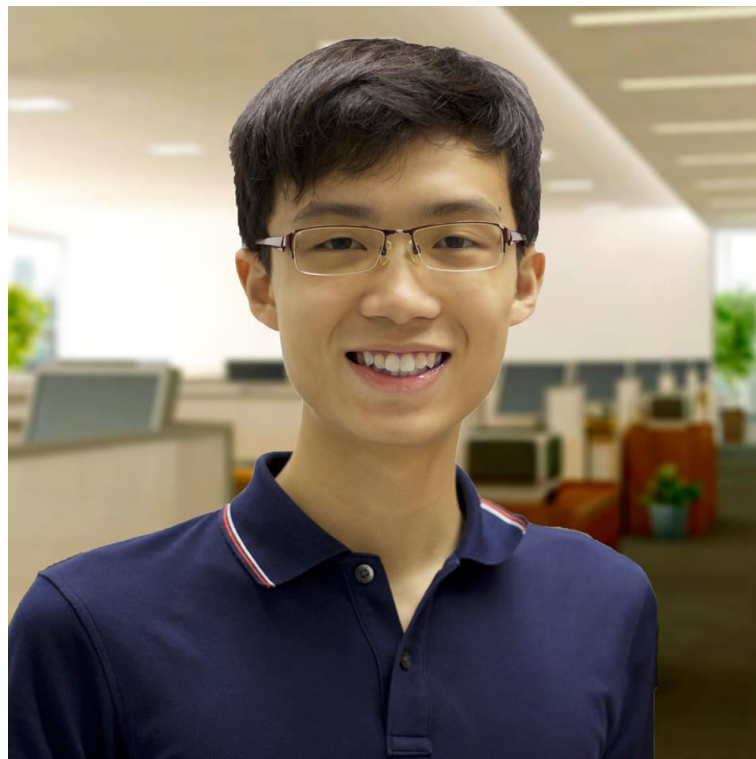
With all the experience he has under his belt while working alone and in teams, Roshan is willing to adapt to any situation and complete any task at hand. He is confident that he can work with his team to strive throughout the semester and present a product of top-notch quality.



## **Benjie's Biography**

Benjie Ko is a student at the University of Hong Kong who is visiting the University of Toronto Scarborough as an incoming exchange student. He is currently in his third year of study for his BBA (in Information Systems) and BEng (in Computer Science) in a double degree program. Benjie started his learning in the C and C++ languages back during his high school studies, and further refined his programming skills in Java in his university studies.

With his prior experience in Information Systems Analytics and Designs, Benjie can contribute to the team by communicating with clients, understanding their needs and most importantly, contributing as a team member regarding the software development cycle.



## Karen's Biography

Karen Ngo is a student at the University of Toronto Scarborough campus. She started as a Computer Science Specialist but later realized she had a strong interest in human mind and behaviour. What started as elective courses became required courses as she is now majoring in Psychology with minors in Statistics and Computer Science.

Karen was first introduced to programming in her high school courses using Visual Basic. What caught her eye was the attention to detail necessary and how one could create something out of almost nothing. With this newfound admiration of coding, she has since then been refining her skills through university courses in languages such as Python, Java, C, and most recently, SAS and R.

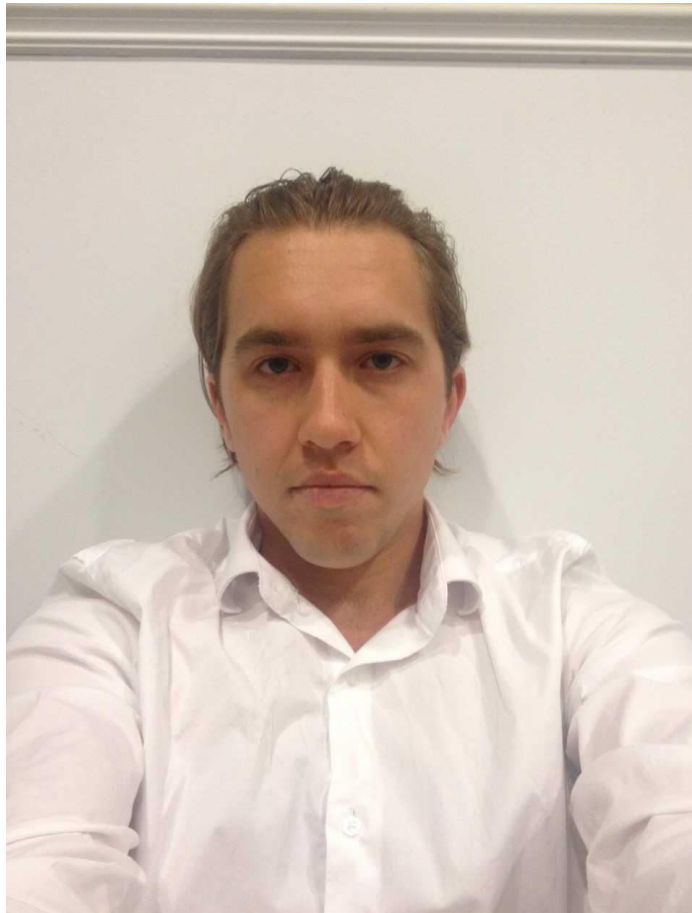
Other than coding skill, Karen brings energy and enthusiasm to any team she joins. Karen strives when working in a team as she loves the feeling of people coming together to complete a common goal.



## Juan's Biography

Juan Romanutti is currently in his 3rd year at the University of Toronto Scarborough, pursuing a double major in Computer Science and English. He also has an engineering degree from Carleton University, where he studied civil engineering and minored in business. Between these two academic “study periods”, he has worked and volunteered in a variety of places: from construction, to volunteering abroad (Argentina); tutoring, to developing a website for a client, and other odd jobs in between.

Along the way he discovered his passion for building things that makes situations easier for others, and cutting out the unnecessary. He enjoys coming up with such ideas, such as researching and using apps, or just explaining something complicated. With his constant interest in technology, his career was steered to be more technology-centric. For his most recent professional experience he worked at Bell Canada as a Software Quality Analyst, in a large project that encompassed an enterprise-wide system and he believes he can use this to make the team excel on this project.





## Raphael's Biography

Raphael Ambegia is currently studying as a third-year student in the University of Toronto in the Computer Science program, specializing in Software Engineering. He is familiar with Python, Java and C as a backend developer and some frontend skills with regards to HTML, CSS and JavaScript. He developed his skills through personal and school projects such as a mock-up of the bash UNIX shell using Java having made the backbone tree system of the project and a simple maze game using Python and PyGame. He is very passionate about computer science and is willing to put in the work needed in order to accomplish the things that need to be done. He has worked with different people and most would say that he is a reliable and trustworthy team member. Also, he has attended some related workshops and hackathons to his field such as MHacks 8 and MHacks X. Some of his other hobbies are playing Dota 2, basketball and watching anime.





# SSS Team Agreement

Every member of our team plans to communicate about the project using various methods; this consists of Facebook as our main contact source, phones for emergency cases or when a member can't access a computer, Slack for talking and clarifying doubts with Brian and Discord to conduct weekly meetings and catch up on project details.

Through every contact method, we want every member to be able to respond within 6 hours and even sooner (within 3 hours) if we are within a day of a set deliverable deadline.

Our regular meeting times with Brian are at Monday at 7pm (after this week's at Thursday) and our team meetings will be held after the TA meeting. We will have backup meetings held on Friday after 3 through Discord to discuss doubts, task distribution and other problems regarding the project.

It is preferred that every team member tries their best to attend every team meeting, whether that is with the TA or just the weekly team meeting. If not, set up a time with members to discuss progress on Discord to clear things up and receive new tasks. We will have a strike system of 3 meeting misses before we take action and talk to the professor or TA about this issue.

Team meetings will run in the IC building on the 4<sup>th</sup> floor where we will talk face-to-face and everyone will take notes as regards as to what they deem important. Then, these notes will be shared through Facebook so everyone is aware of which topics are the most important and can focus on them as a team. Discord chat meetings will be held as necessary for which Roshan will be taking notes to share afterwards.

Every team member is expected to have notes on the progress they have made since the previous meeting. They should also be prepared to ask questions about any doubts they have regarding the tasks they had/going to have. Any preparations discussed in previous meetings should also be brought along.

Work should be committed after a significant amount is done; completing a new function, fixing an old one, etc. Any member should notify the others through some method before making their commit to let them know the file(s) have changed. Also, double check with others what they are committing so unnecessary files are not put on the repository.

Project tasks will be divided by choice. Tasks will be distributed equally amongst members based on which ones they would prefer to do. Votes will occur if multiple people want the same task. Tasks that are regarded as being hard will be completed by groups of 2 or 3 members to reduce conflict and increase group efficiency.

At least 2 members will be assigned to review final submissions before each deliverable deadline. If necessary, every member has to take part in this to ensure that everything was completed to the best quality.

Members who drop the course will be asked to give the others the work they completed. If a member is sick and unable to complete their weekly portion, they can ask the other members for help in order to complete their task(s). This will be tracked on a strike system so sickness can't be used as a constant excuse. Any other serious problems will be brought up to be dealt with the TA or professor.

## The Night Out



We had a great time out and plan on creating an amazing project together! 😊