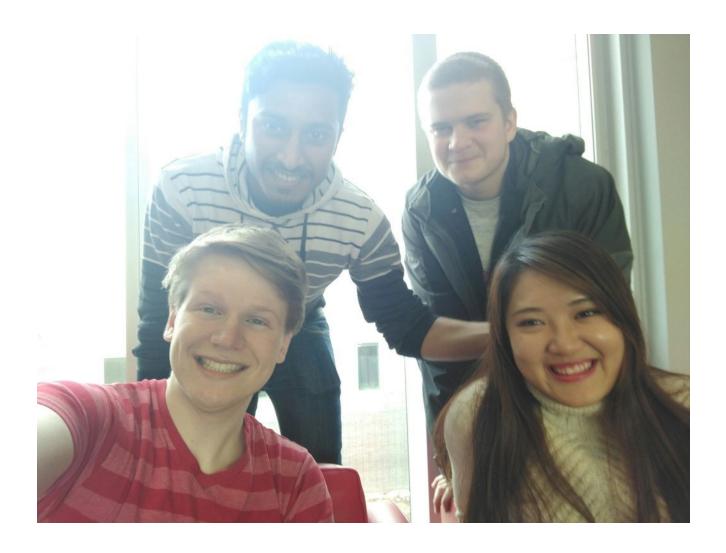# 11/10

The team is comprised of Ben Cooper (Bottom-Left), Viola Ou (Bottom-Right), Kirisanth Ganeshamoorthy (Top-Left), and Matthew Kewarth (Top-Right).
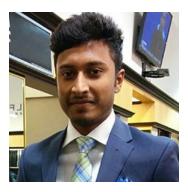
Viola (Violin) Ou

github: violaou

Viola Ou is a third year student at UTSC studying computer science. She has been exposed to an extensive set of programming experiences, having worked with languages like Python, Java, Swift and C. Viola currently works with the University of Toronto Scarborough Information & Instructional Technology Services as a Student Helpdesk Representative, providing front-line IT support to the student population. She also has extensive group work experience being a co-founder of UTSC Toastmasters and Marketing Director of the Association of Mathematical and Computer Science Students. Viola also has an interest in front-end web development and is planning to learn more about it in an academic perspective. On the side, she also moonlights as a graphic designer and illustrator. Viola hopes to practice and polish the software engineering skills that she gained in her previous course, as well as learn the ins and outs of open-source projects. In her spare time, Viola likes to modify her Android phone's functionality and looks.

Kirisanth (Strawberry) Ganeshamoorthy

github: kirisanth-g

Kirisanth Ganeshamoorthy is a 3rd year Computer Science student specializing in Software Engineering. He has been coding for quite a few years now, with extensive knowledge in languages such as Java, Python, C, and many others. He uses his growing skills as a teaching assistant at University of Toronto. He has taught 1st and 2nd year computer science courses which involve the teaching of Python and Java. He is currently teaching a second year course about computer organization. Kiwi also goes a step beyond the classroom as he is an executive of Association of Mathematical and Computer Science Students, where he organizes review seminars for various computer science/math/stats courses and teaches some himself. In this course Kiwi hopes to gain experience in open source projects and further his software engineering skills. In his spare time, Kiwi likes to read, watch television shows, and mess around with programs that already exist or ones he is working on.

Matthew (Math) Kewarth

github: kewarthm

Matthew Kewarth is a computer science student currently 3 years into his Software Engineering Specialist degree at the University of Toronto. Over this period he has been exposed to several different languages such as Python, Java, C, and Assembly and shows interest in machine learning and artificial intelligence. During the summer of 2015 Matthew worked as a frontline IT support providing services for a multitude of businesses in the Caledon area ranging from troubleshooting Windows-based issues to maintaining moderately sized POE systems. During the previous semester Matthew gained insight into developing user interfaces with a focus or user experience and ease-of-use. During the run of this course Matthew hopes continue from last year and further develop his skills in a team environment; in particular: to better conform to the methodology of Agile development by improving his lackluster communication abilities. In his spare time Matthew enjoys murder thrillers (written or televised) and performing robustness testing on unsuspecting programs.

Benjamin (Eggs Benny) Cooper

github: ben-cooper

Ben is a computer science student and a teaching assistant for several computer science courses. He has worked on several side projects with professors and worked in two IT departments for private companies. His current interests include chess, artificial intelligence, programming, encryption, and embedded systems. He enjoys implementing and analyzing data structures and is proficient in Python, C, LUA, Visual Basic, Bash, and Batch as well as front end web design in HTML5, CSS, and Javascript.. He has experience troubleshooting problems with Linux, Unix, OSX, Windows, iOS, and Android operating systems in an IT department. His abilities include bringing a positive attitude, programming skills, dedication to this course and project. Ben's goals for this course include gaining experience working on a real world, large, open-source project and also to gain experience studying other people's code in such a large system.

TEAM GOALS

- Understanding each other's code
- Quick response time
- Submit a bug fix that will be accepted into the project
- Implement a feature that is highly needed and interesting
- Strive for elegant, efficient code with minimal dependabilities
- Learn about open source projects
- Further our skills on both an individual and group level
- Have fun :)

TEAM STRENGTHS

- Group of friends that know each other well, which will lead to better team working
- Each member brings varied experiences in software development
- Many different ways to communicate with each other
- Good team organization and planning
- Active participation

TEAM LUNCH MEETING

TEAM AGREEMENT & TOOLS

All members of D01 Team 10 will be addressed as "the team" or "11/10".

1. Modes of Contact

1. The team is to keep in contact with each other through Slack, Skype, phone calls and SMS.
2. The team is to check all updates in Slack and Git at least once every three (3) hours
3. Failure to check in when there is project critical information updated onto Slack or Git will incur a penalty.

2. Attendance and Response Times

1. Each team member will have the responsibility of responding as soon as there is an update that needs their attention. Therefore, the longest possible response time should be 3 hours long. Failure to do so will incur one penalty.
2. Mandatory attendance is needed for all scheduled meetings. Failure to show up without due cause will incur one penalty.
3. If the occasion where a meeting is scheduled and there are difficulties in meeting, the meeting will be held on Skype.

3. Meeting Times and Roles

1. One general planning meeting is to be held every week on Thursdays, 1-3pm on the UTSC campus.
2. One progress meeting is to be held every Tuesday at 10pm for an hour on the UTSC campus.
3. One TA mentoring session will be held every Tuesday at 11am-11:30am on the UTSC campus.
4. There will be one note-taker role in each meeting that will take minutes to be posted on the Slack channel #meeting-notes for review later.

4. Version Control

1. The version control used will be Git.
2. Log messages will be mandatory for each commit, detailing what was done and needs to be done.
3. All code committed must work

5. Penalties

If a member of the team incurs three penalties, they are required to buy donuts for everyone.

6. Code Quality

Code must be clearly documented, with comments indicating what each member has implemented and more importantly, what has not been implemented.

7. Submissions and Contact

Communication with TA: only one e-mail is to be sent to the TA on behalf of the team

Submissions: submission will be handled by one team member per deliverable.

8. Methods of Communication & Project Organization

1. **Slack** - general communication
2. **Phone and SMS** - emergency communication
3. **Trello** - scrum task board with optional scrum like planning integration
4. **Skype** - secondary group discussion platform
5. **E-mail** - communication to TA and Course instructor
6. **GitHub** - version control system to keep track of code

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