

CSCD01

Deliverable 1

Team Name:

ChickenDinner

Team Members:

Haitao Zhu, Jiachen He, Zeyu Li,
Xinyi Hou, Wentao Sui, Liyang Chen.

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Team Introduction



Team Strength

- All team members have extensive coding experience from school and job.
- Team has experienced testers who have proved their testing skill in work.
- All team members are team players and also willing to be leader and take responsibilities
- Team believes in not write documentation on code but write code on the documentation.
- All team members have good time management skills
- Team always passionate to obtain new knowledge and we are quick learners.

Team Goals

- Investigate and report bugs of Matplotlib
- Fix the investigated bugs
- Extend the useful feature set of Matplotlib
- Learn and do well in this course

Team Members Introduction



Haitao Zhu is a 4th year student in (Co-op) Computer Science Program Software Design Stream from China, and will graduate in April 2019. Haitao Zhu experienced with Python, Java, C, Node.js and JavaScript by participating in different kind of projects during these 3-year-study. He worked in CIBC Capital Market Department as Co-op Application Developer in 2017 Fall, and always completed develop tasks and testing on time by SSIS (SQL Server Integration Service) and SSMS (SQL Server Management Studio). He likes to have a drink in the break, especially having a steep tea with team members during the break and can have a discussion about the difficulties of projects or even some funny news. Last but not least, Haitao Zhu will make effort and try his best to complete each project he faced.

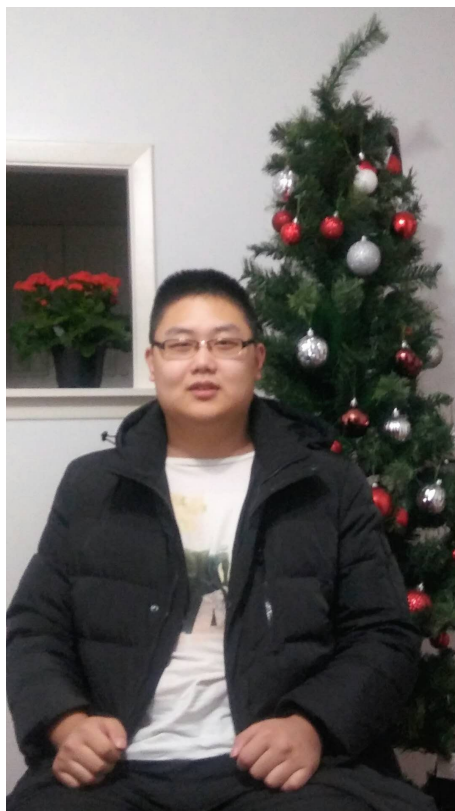


Jiachen (Lorinda) He is a 4th year computer science student specializing in Software Engineering. She has accumulated respectable experience in designing, testing and reviewing code with Python, C and Java during her study. Having worked as a QA for Ministry of Education and Fleet Complete, Lorinda improved her coding and testing skills and gained solid knowledge of scrum process by experiencing two full release of Service Provider Connect – a ministry web application and six full release of Fleet Complete Web application. She also developed automation testing skills during her work term that will help the team saving a lot of time both on testing a bug fix and a new feature. In her spare time, Lorinda would love to play some instruments, do some exercises such as dancing and swimming, and watch animes or game videos – which is her favorite.



Zeyu (Jerry) Li is a 4th year Co-op student specializing in Computer Science Software Engineering stream. His programming abilities have been enhanced through variety of assignments and projects. He has experienced and was comfortable coding with Python, Java, C, C#, JavaScript etc. So far he has took two work terms, the first one was in the WSIB

(Workplace Safety and Insurance Board) as a Business Analyst in the contract management team. The Second one was ended last summer in the Ontario Ministry of Government and Consumer Services as a Software Developer for Microsoft Dynamics CRM (Customer Relationship Management). He also took part in designing and coding the new version of Ontario Ministry's website by using the Microsoft .NET platform. He will definitely use all of his strength and dedicate to the coming challenges.



Xinyi(Leon) Hou was a second-year psychology student in Shenyang University in China before he moved to Toronto. With encouragement from families and friends, he decided to start his new education and career path on computer science.

Passionate with computer science, this change to Leon is a nature fit. Now he is a 3rd year student in computer science software engineering stream. During his study, Leon has build solid experience and skills in programming. He has experienced and is proficient in coding with Python, Java, C, HTML, JavaScript etc. Leon is a team player and always ready to solve new challenges. While he is free, he would like to spend his time on reading, video games and ice-skating.



Wentao Sui is a 4th year computer science student specializing in software engineering. He first learned C++ in high school, and that has opened the floodgates to his passion for computer science. Throughout the years he extended that list with python, java, C, and many more. Having completed various school projects has helped Wentao develop strong teamwork, problem solving, and organization skills, which enabled him to face various challenges under any circumstances. On his spare time he enjoys TV shows and video games.

He also likes to learn and research about new technologies, such as mobile software and computer hardware.



Li-Yang Chen is a 4th year Computer Science student specialist in Software Engineering at the University of Toronto Scarborough. He is a Taiwanese, born in Taiwan and also raised in Taiwan, however he came to Toronto in 2013 for his Bachelor degree. He likes to join lots of extracurricular activities, such as being an executive in student clubs and also joining drama club. He worked as a Junior Android application developer at Industrial technology research institute, which is a government based technology

researching company in Taiwan. And now he is part time working at a started-up software company. He has a dream that being hired by Apple and be the designer for iPhone 11; however, it's quite hard to achieve.

Team Agreement

- The stand up meeting will occur at 3:00 pm every day
- Our stand up meeting will take place in IC406
- We will do all outside of stand up communication via WeChat
- We will respond to WeChat within 20 minutes
- Each of us will spend at least 8 hours per week on doing the deliverable
- The scrum master will be changed for each of the deliverables
- We will use Python for each bug fix
- We will only commit working code to the main branch
- We will use a main branch and functional branch strategy
- All code must be peer-reviewed before committing to the repository
- If we encounter any types of conflicts during the meeting, we will vote for the solution toward that conflicts
- We will review and submit all code at least 24 hours before the deliverable deadline

Team Definition of Done

- Produced code for presumed functionalities
- Assumptions of User Story met
- Project builds without errors
- Comments required
- Unit tests written and passing separately by each team member
- QA performed & issues resolved by all team members together
- Feature is tested against acceptance criteria (For new features)
- Refactoring completed
- Peer Code Review performed
- Documentation and release notes updated

Team Signature

Haitao Zhu

Wentao Sui

Liyang Chen

Zeyu Li

Jiachon He

Xinyi Hou
