

Agility

Team Name

Agility

Always putting our best foot forward

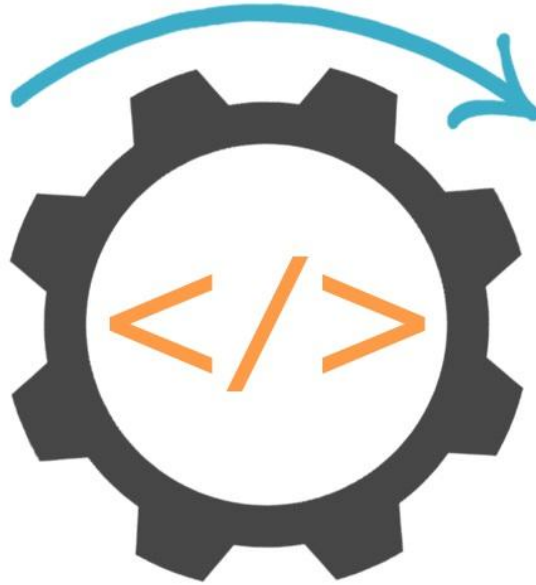
Quickly, with Quality

“Agility is principally about mindset, not practices”

- Jim Highsmith

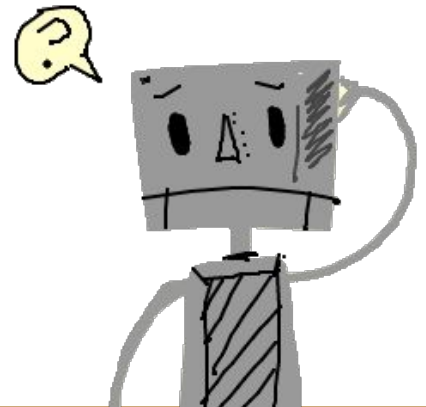
Team Logo

Arrow?

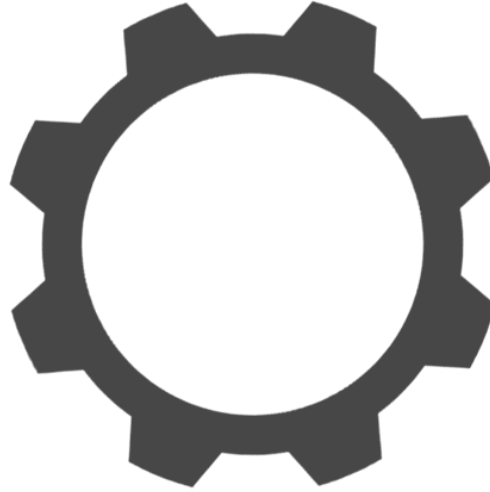


Syntax?

Gear?



Team Logo



- Speed
- Persistence
- Energetic
- Complements the next part...

- Get things done!
- Focused
- But what do we do?



- CODE!!!!!!
- Web Applications
- Positivity



Team Strengths

Interpersonal

- Communication
- Organization
- Leadership
- Supportive

Technical

- Web development
- Git
- Agile, SDLC
- OCR,AWS microservices

Ahmad Shah



- 3rd year Computer Science
- Over 5 years of programming experience including Java, Python, and C.
- Web Developer @ Cineplex Digital Media
- Enjoys learning languages, fluent in French and learning Spanish

Joseph Augustine



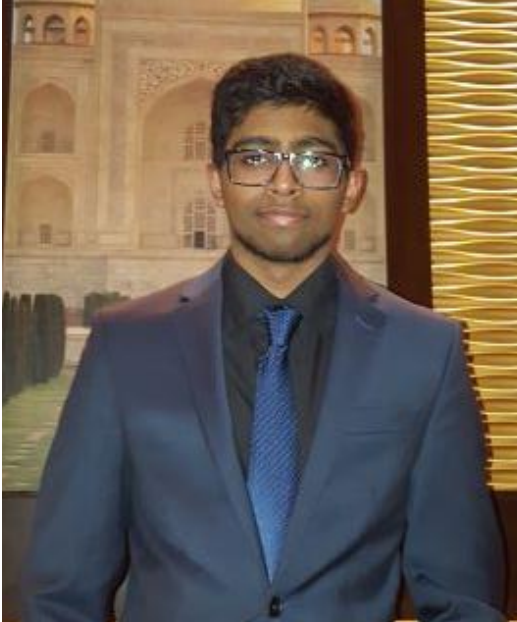
- 3rd year Computer Science student
- Proficient in Java, Python, HTML, CSS and Javascript
- Eager to tackle new problems and learn new skills
- Worked at Caseware International during Fall 2019
- Learned automation testing and participated in software cycle

Jesse Francispillai



- 4th year Computer Science
- Automation development at Fleet Complete
- DevOps at Oracle
- Java, Python, Git, Teamcity, Jira
- Outdoors, Gym, Recreational Activities

Maduvan Kasi



- 4th year Computer Science
- Coop terms at Amazon and RBC
- Android Studio, AWS, and ExpressJS
- AMACSS, trivia competitions and game development, co-founding of the UTSC Game Dev club

Husni Fareed



- 3rd year computer science student
- 2 years of web dev experience (HTML/CSS, JS, JQuery)
- Director of Media @ AMACSS and Serendib Youth Canada
- Complete work term at OPG in E-learning department

Important Parts of Team Agreement

Team Expectation Agreement

Team Name: Agility

Members: Husni Fareed, Ahmad Shah, Joseph Augustine, Jesse Francispillai, Maduvan Kasi

List of agreed upon guidelines that our team will follow for the duration of the CSCC01 project

Methods of communication:

- Facebook Messenger: general chat + audio calls
- Discord Server: screen-sharing + video conferencing
- Google Doc: message board
- GitHub Group: anything else that needs to also be seen by TA

Communication response times:

- Facebook Messenger: 12 hr response time if urgent, 24 hrs otherwise. Urgency will be signalled by all caps "URGENT" attached to the message. Also tag @everyone

Regular meeting times:

- Fridays 3:15pm - 4:00pm. More will be agreed upon as work backlog grows

Meeting attendance:

- Mandatory. If team member cannot make it, try to let the team know a day in advance

Running meetings:

- Meetings on Messenger at the specified times. Screensharing is available too. Timing will be through a timeslot (ex. 3:15 - 4:00) unless finished early. Weekly reviewer will also be assigned during meeting

Meeting preparation:

- Have a google doc with the week's current issues, achievements, and coming week's goals.
- Update relevant issues before meeting and have questions ready

Division of work:

- Scrum Master (Jesse Francispillai) assigns work for coming week during every week's mandatory meeting. Using Trello to keep track.

Submitting work:

- Goal is to have all main work done 1 day before the deadline. Review and finishing touches can then be done on final day, 12 hours before deadline. Any non-code documents will be reviewed by that week's assigned reviewer (reviewer will be appointed each week during mandatory meeting)

Contingency planning:

- If team member drops out or is academically dishonest, we will immediately contact the professor for next steps.
- For everything else, we will contact the member and give them 48 hours to address any issues that they might be facing to get back on track. This person should either be tagged in the group chat or be personally messaged to ensure they see the message.

Husni Fareed

Ahmad Shah

Joseph Augustine

Jesse Francispillai

Maduvan Kasi

- Facebook messenger
- Weekly meetings + more if needed
- Meeting preparation
- Division of work and submitting
- Contingency planning

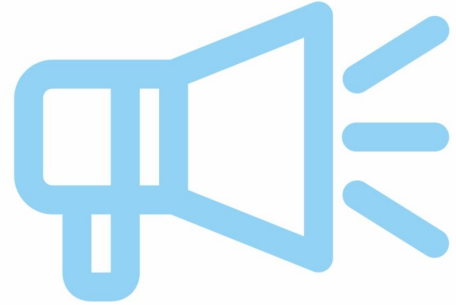
Project Choice: Scarborough Dining



- PickEasy required mobile development knowledge
- Easy App-ly did not seem appealing
- Scarborough Dining seemed the most interesting
 - Relevant to us as students who spend a lot of time in Scarborough
 - Most of the team has web-dev experience
 - Great skill to have in current market
 - Requirements seemed fun to implement and allow us to grow as developers

Plan to Succeed: Communication and Clarity

- Using Trello to track the progress and completion of goals
- Weekly Shared Doc to show each other what work has been done, any obstacles, and upcoming goals for the next week
- Having weekly meetings on Friday at 3:15pm, to discuss the shared doc and for Scrum Master to assign new workloads for the next week, this will also serve as a “wrap-up” for the current week



Plan to Succeed: Agility as a Mindset

- FB Messenger chat provides an open forum for quick discussion and feedback
- Impromptu meetings are flexible and can facilitate another venue for discussion
- Multiple discussion boards and frequent check-ins allow any arising issues to be swiftly identified and prepared for





Thank you for listening to our presentation!!