1. Team profile

Team name: not decided yet

**Personal information:**

My name is Jang Moon Suk, and I am a first-year student at RMIT, my student number is s3877629. I am having a lot of hobbies, which is playing games, watching movies, and read books. I do have an interesting thing about myself is that I am a crossbred between Korean and Vietnamese. I started having interest in technology field when I was young. People using smart phones like iPhone and Samsung are so convenience that makes me curios. How do technology works? And how did it change our life. For me to cure my curiosity, I must know some of these works, so that I started learning Python, GitHub, … I have some knowledge of how to code and interesting works that I shared on GitHub.

**Career plan: (DRAFT)**

Software development is a job that I always dream of doing. It is the most fun and entertaining work I can find out there. To create and develop the app sounds interesting. There is some downside which is working continuously on computer, but the best thing is that I can work at home. Since technology have improve and we have been sending files instead of handing it directly to the company. The skill I must learn to obtain these jobs are JavaScript, Html, Python since we can use them more efficiently.

**Time frame (DRAFT)**

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| **Week 1** | **Getting to know each other teammates.** |
| **Week 2** | **Asking each other’s about what the ideas would be.** |
| **Week 3** | **Start deciding what the project would be. And Name the project** |
| **Week 4** | **Start the project with assigning work for each other’s.** |
| **Week 5-7** | **Doing research on sickness, diet, fasting schedule.** |
| **Week 8-10** | **Doing an algorithm on how to calculate schedule days for the Sick period, fasting, and diet.** |
| **Week 11-12** | **When gathering all the information, we start creating an app for it** |
| **Week 13** | **Run a test on how the apps work** |
| **Week 14** | **Feedback period. We as a team will view ourselves as a customer using this app. Then more feedbacks from other** |
| **Week 15** | **Take in some feedbacks and edit more on the app.** |
| **Week 16** | **We decorate on our apps and do a final edit. Then we release our app.** |

**Draft**

As we start the project, we need to plan a timeframe on how long we need to do this project. As for this project our first week, getting to know our teammates is one of the most important things. As for future career, we will be place in a group of strangers to work on a project. So that, I believe this is an important step that all of us need. We can start by having ice cream with each other and ask more about what other hobbies are. If we were to remove this step, we will have a hard time understand each other and blame each other’s on small mistake. After getting to know each other’s, we combine our ideas to create a project. It can be something fun or challenging such as water reminder apps, creating a chip that recognize our vehicles location, … We had more than just one idea and we had fun tell all of them out. After deciding what we wanted, we start agreeing on a healthy app. Our final decision was given out on week 3, which is a food base healthy app. We named our project **Healter** (DRAFT). As a team, we divide our work to each other’s so that we can do this project more efficiently. For this plan we needed 1 week to divide all the jobs. On week 5 we do a research on sickness, diet, fasting, schedule. Our app will look in people needs and separate the food base on what we recommend them. For example, the schedule for sick people, we recommended porridge for lunch and proteins like meat for dinner. We wanted to do some research on this area so that we needed more or at least 2 weeks of this research. Since creating this app, we are asking the app to find a recommendation, we wanted to create an algorithm for the apps to calculate the schedules and how many days it needed. For that we needed 2 weeks to find a solution. On week 11-12, after gathering all the report, we start creating this app with Apex. We do need to get used to this app first so that we needed a week to understand this app. Once we finish the draft of an app, we run a test. After finishing this app, we should be on week 14. This week is a feedback week, we view ourselves as a customer to know how we experience this app. Then we let others test our app for a trial run. We need to gather feed back from a total of 10 people first. Then edit our app for a better outcome, we need to put ourselves in a customer spots to know what is missing. After some positive and negative feedback. We can understand what we miss and do a final edit on our app. Week 16 will be our final week to make the app better with decorations run a few tests. Edit more on the outcomes and release our app. The Healter.

**Group processes and communications**

Communication between group is necessary to complete this app faster and more efficiently. Miss communication can occur many mistakes such as missing information or a mistake in an app that we cannot find. So that we decided that our communication should be more active. Every week on Wednesday, we would be meeting face to face on how we should improve our project. But we can only do a one to two hours of meeting, so that it would be inconvenienced to work without a contact. It would be better to communicate daily, so that we use Messenger on Facebook to text each other’s what the plan is. Instead of waiting until the meetings to ask about what we should do. We should discuss directly on the text message then we gather some errors for the meetings. But what if we cannot communicate when they have not received or respond to our message. We need to tell our teammates our times schedule to know when we are busy and when will we be online.