Team Information and Technology Prototypes

- Team Name and Team Photo
    - Team Name: SnakeByte
    - Photo:

- Team Membership
    - Charlene Tan Ling Yi: +60176045058
    - Reynaldi Marshen Sutanto: +601112805715
    - Alvin Andrean : +601127201597
    - Steven Tirtadjaja: +60129259472
- Team Lead
    - Sprint 1: Steven Tirtadjaja
    - Sprint 2: TBD

- Technical and Professional Strengths

Charlene	Reynaldi Marshen Sutanto	Alvin Andrean	Steven Tirtadjaja
Regularly makes mock up for products	Coordinate meetings and discussion	Collaborative Team Player	Active in meeting
Can code in tinker and python	Sufficiently versed in python	Proficient in python and okay in tkinter	Understand python
Team player	Active helper	Good at debugging	Team player

- Fun Fact about each member
    - Charlene:
        - Has forgotten how to ride a bicycle
    - Rey:
        - Almost died during childhood
    - Steven:
        - I have a collection of Pokémon cards
    - Alvin:
        - I've never been hospitalized

- Team Schedule

  Regular Meeting Schedule:

  Our team follows a structured schedule to ensure consistent progress. Regular meetings are held 1-2 times per week, combining in-person meetings during or after workshop classes, as well as virtual meetings using Zoom outside of class. These meetings focus on discussions, progress updates, and planning for upcoming tasks.

  Regular Work Schedule:

  During the Initial sprint (Sprint 1), all members **collaborated and contributed** to User Stories, Domain Model, and Low-Fi prototype, while for the technology stack prototype, members worked individually to create their own prototype.

  Workload Distribution and Management

  Workloads will be managed through a combination of collaborative and individual efforts. Progress is tracked through daily standups via WhatsApp, where team members briefly share updates, next steps, etc. In future sprints, when development/coding comes into the picture, **tasks will be allocated** based on individual expertise. This is done to leverage strengths while maintaining balanced workloads.

- Technology Stack and Justification

  Java was initially considered for its object-oriented programming (OOP) strengths and exposure from units like FIT1051 and FIT2099. However, **Python** was ultimately selected due to the team's stronger collective experience and comfort with the language. All members have significant experience with Python through Monash units such as FIT1045, FIT1008, FIT2004, and FIT3155. Additionally, several members have practical experience with Tkinter, a Python library for GUI development, through FIT1056 compared to Java Swing.