

TEAM X-CEL

10.01.2018

D H A R M I K S H A H
C A L E B C H E N
A L I Z A L A U
B Y R O N L E U N G
R A L P H M A A M A R I



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INTRODUCTION

In the CCCC01 Fall class of 2018, Team X-Cel will be working on developing a solution to assist the governing body that analyzes metrics from it's child organizations who assist incoming immigrants and refugees to better be integrated into society. With every child organization having a different data standard and lack of central repository, it makes it hard for the parent organization to analyze all this data and makes sense of it. Team X-Cel will perform some data restructuring to better organize the data into one standard.

This project will take 1 semester, have assistance from the project lead Professor William McConkey.

GOALS

1. Learn about Software Development Processes

Learning with the team is our number #1 goal for the semester. Understanding the User Journey, Software Development Lifecycle, Agile Development and DevOps strategies is what we are looking forward to!

2. Build a Product

We are looking to finish and build a working product as per the guidelines and expectations of the course and up to our high standards as well. Fully Functional and relatively clean UI will be our priority!

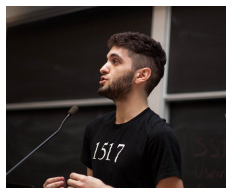
3. Work as a Team

Finally, we are looking forward to working as a team in a common project. Although difficulties and problems will arise, we are hoping that as a team we can work together to solve them and work as many small parts assembling a greater machine.

MEMBERS



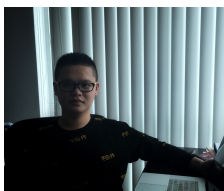
BYRON LEUNG - I have been programming and building and fixing software since I got my first computer before I was a teenager, and am now a third year computer science student at UTSC, which has further developed my problem solving abilities. I believe I will be a useful asset wherever we decide to take our project, as I am able to work in many environments, languages, and restrictions, while being quick to learn and adapt if I find myself in unfamiliar territory. I have worked in teams for both school projects at UTSC and in a work setting, and am comfortable with Agile software development, so I can fill any role that the team needs. I am excited to work on this project as software engineering is my strength and my passion, and I am looking forward to collaborating with both my teammates and the client, solving problems, and learning through experience.



RALPH MAAMARI - I have been programming for quite a while now and I'm currently in 4th year studying Software Engineering. I specialize in React & React Native (Styled-Components as well). I have been the president of AMACSS, Founder of Hack the Valley and Acceler8 and am currently working on my startup CheaprEats to provide massive discounts to students at the UTSC campus. I'm quite comfortable with agile development and have managed decentralized teams across the globe through open source projects like WolfBeacon. Fun fact, I've also attended over 15 Hackathons around North America!



DHARMIK SHAH - I'm currently in my 3rd year studying Computer Science at UTSC, and I have always had the self-motivation to learn new technologies on the web. I was able to learn the web suite and develop my own website, use Java SWING to develop a intelligent Connect 4 Game, implement a City of Toronto app using Android Studio, and complete many more projects. I was also employed as a Programmer Analyst at Ontario Teachers' Pension Plan, where I learnt many DevOps tasks and build automation, such as PowerShell, Jenkins, mvn, C/C++, Java. We followed a agile methodology when developing software, so I'm sure I can take all I have learned over the years, and real world experience, to help in the development of the application we are about to create.



CALEB CHEN - I am now a third-year student in Computer Science specialist in software engineering at UTSC. I started programming since I was a teenager and continue in the study of computer science at UTSC helped me to improve my coding skills. I am very detail oriented because programming needs to proceed with great circumspection. As a team player, I understand the value of individual contribution to the team and I am very familiar with Agile Software Development. In addition, I use my own time, my own initiative to learn HTML because I'm curious about a lot of things about technologies so I am always looking for ways to improve my value. With excellent teamwork skill, detail oriented and self-motivated, I am able to collaborate with my teammates well and help both the team and the clients to meet the goal.



ALIZA LAU - I am a third year student at UTSC studying Computer Science and specializing in software engineering. Through academic studies as well as learning and developing on my own, I have worked with languages such as Python, Java and C. I also have extensive knowledge with software design methods and I am comfortable working in a team environment. From my previous work term, I worked as a Data Analyst at Sunnybrook Hospital and used R to code scripts that ran over 2000 files at a time. I am confident that I can use my diligent and problem solving skills to contribute to an efficient team and create an enticing product for the client.

OVERALL TEAM STRENGTHS

1. Real world developmental experience and exposure to agile/DevOps practices, as well as a drive to learn new technologies to perfect the product
2. Strong in Python, Java, C, and C#. Experienced to capable in mobile development, front-end web development, and UI/UX design. I am also a relatively quick learner and happy to do research and pick up new things.
3. Able to work with API's effectively to gather data and reformat as appropriate.
4. Detail-oriented, analytical, problem solvers.
5. Able to work with with large databases. Ability to work efficiently and under time constraints.

TEAM AGREEMENT

The following is a list of guidelines that we must each member in the team should abide to. It has been agreed upon by each individual and as such, should be used as a cheat sheet if one ever forgets their role in the project. Here are a list of the tasks/engagements we deemed necessary to include here, and their suggested solutions.

I. Methods of Communication

Messenger:

- Emergencies
- Reminding of group meeting / important contact

Slack:

- Regular team communication
- Github push updates
- Meeting planning
- Stand-ups
- Client Questions

II. Communication Response Times

Messenger:

- Within an hour

Slack:

- Within 24 hours (PR Reviews: 6 Hours), Meeting Responses 1 Hour.

III. Regular Meeting Times + Attendance + Running Meetings + Preparation

Meeting Leader:

- Dharmik

Regular meeting time(Friday: 3:00pm - 4:00pm):

- **Team Meeting:** 3:00pm-3:30pm
- **TA Meeting:** 3:30pm-4:00pm

Attendance:

- **In-Person:** Dharmik, Aliza, Caleb, Bryon
- **Digital:** Ralph

Scrum Meeting Preparation:

- **Preparation:** everyone prepares short blurb on what they did
- **What to prepare:** what did you work on last time, are you blocked on anything, what do you plan to work on next

IV. Version Control

Git:

- Work of your own branches
- Proper Name of Branches and Commit Messages
- Request appropriate people for review for PR
- Never force push
- Never push to master

V. Division of Work

Get your ticket done on time.

VI. Submitting Work

When to submit:

- At least two days in advanced, but keep pushing to your branches on github to be safe

Who will submit:

- One person submits after everyone reviews

Who will review the submission:

- One person will check if the person actually submitted

VII. Contingency Planning

- If a team member drops out, the rest of the team will do more work
- If a team member is sick for a significant period of time, we will still assign him a small portion of the workload
- If unable to complete ticket, must let everyone know so that we can plan around it.
- If a team member consistently misses meetings, we will talk to him as a group, then talk to TA if we cannot resolve the issue.
- If a team member is academically dishonest, we will talk to TA and Prof

CONTACT INFORMATION

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Aliza: aliza.lau@mail.utoronto.ca, 416-825-1623

We accept these guidelines and intend to fulfill them (sign below):

Handwritten signatures of the five individuals, each on a set of three horizontal lines. The signatures are: Caleb (leftmost), Byron (second from left), Dharmik (third from left), Ralph (fourth from left), and Aliza (rightmost).

