Team Profile(Great, but you should also discuss how the characteristics of each member's impact on the team.)

**- Team name: AMIGO**

 - **Personal Information:**

·       **Vo Tran Truong Duy (3818381):** was born on August 8th, 2001 in Tien Giang Province. He loves listening to music, and he can play the piano and harmonica as well. Duy found his IT interest during 11th grade, which is suitable for his working style: solving the problem by logic and making many things by his creativity. Up to now, Duy just has some basic and general knowledge about the IT area so he usually tries his best to gain more experience from school and learn more outside in his part-time.

·       **Bui Duc Huy (3817842):** was born on September 20th, 2000 in Ha Noi City, Vietnam. Reading books and watching videos are his hobbies and he does it very regularly because he believes that is a good way to get more knowledge efficiently. Huy has found his interest in IT since he watched a film called Wall - E. He recognized that it is our future when the robot is one of the most important parts of life. As a result, he wants to prevent all of the risks caused by AI. Participating in some robotic competitions such as Srobot and Robotacon, Huy has some foundation knowledge in programming.

·       **Hoang Ngoc Tuan (3817872):** was born in Ho Chi Minh City. He found interested in IT when he was in high school after being introduced to a programming app which is Grasshopper. Moreover, Tuan is keen on solving problems and expanding his creativity by playing the programming app. However, after enrolling in the programing course at RMIT University, Tuan has more chances to approach basic knowledge of programming languages.

·       **Nguyen Cat Tuong (3818196):** was born on Jan 4th, 1998 in HCM city. He is a big fan of sports such as badminton and tennis. Tuong found his IT interest when he had a chance to visit a sample smart home a year ago. This smart apartment is equipped with interior furniture (such as curtains, air conditioners, TVs, light systems…) automatically controlled by smartphones even though the host is away. Tuong just has some basic and general knowledge about the IT area such as C++, HTML, and CSS…

·       **Team name:** We choose Amigo for our team because it means ‘friends’ in Spain.

- **Team Profile:**

* **Vo Tran Truong Duy:**

Test 1 - LEARNING SKILLS:  Duy works and learns by hearing most, compared to seeing and doing. During a lecture, he can be able to easily comprehend, process and retain information.

Test 2 – CREATIVITY TEST: Persistence and Complexity have the highest grades, turn out that he can be able to process and manage complicated information with the persistent behavior. However, Duy’s Boldness score is quite low because he’s scared of trying something new or too challenged.

Test 3 – PERSONALITIES TEST: Duy is an introvert, and he’s quite observant and assertive, so he could get angry easily if someone can’t follow the flow of the team or be lazy. In addition, Duy always looks at the details meticulously and tries to imagine a bigger picture to tackle this issue.

* **Bui Duc Huy:**

Test 1 - LEARNING SKILLS:  Kinesthetic style is learning by doing. Consequently, this kind of learning style shows that Huy is good at getting more knowledge through physical activities. In fact, in Amigos, there are 3 different learning styles so it is a good element for us to support each other. For example, there is some theoretical knowledge that only showed in a textbook so a person who is good at getting knowledge by reading can share that for other people more easily.

Test 2 – CREATIVITY TEST: Due to the fact that most of Amigos' members have a high score in the creative test (> 70). As a consequence, it is possible for us to have many good ideas while doing the project.

Test 3 – PERSONALITIES TEST: Protagonists are natural-born leaders, full of passion and charisma, Protagonists easily see people’s motivations and seemingly disconnected events, and they are able to connect those ideas for a common goal. As a result, Huy tends to be a leader of a group that can connect with other members and ideas together for a team goal. Moreover, he is good at communication and motivating people so other teammates would have a good mood while they are doing a group project.

* **Hoang Ngoc Tuan:**

Test 1 - LEARNING SKILLS:   Tuan is good at working and studying by seeing. He is able to remember and learn well from what he has seen. In addition, he can process and organize well information in lecture classes.

Test 2 – CREATIVITY TEST: Paradox is his highest skill, which he simply accepts to work in a contradictory environment. Nevertheless, Tuan’s weakness skills are Perspective and Connection which are important to be equipped when we are working as a team.

Test 3 – PERSONALITIES TEST: Tuan is an active person that he likely to take part in group activities and get energized by social activities. Moreover, the test shows that he is also open-minded and imaginative.

* **Nguyen Cat Tuong:**

Test 1 - Myers-Briggs test:   He enjoys taking responsibility for his actions, and takes pride in the work he does – when working towards a goal, Logisticians hold back none of his time and energy completing each relevant task with accuracy and patience.

Test 2 – CREATIVITY TEST: His creativity score is not as high as an average score so he is not suitable for creating new things or designing UI/UX.

Test 3 – LEARNING STYLE TEST: kinesthetic is his primary learning style. He could gain new information through the process of physical activity.

* **Group processes:**
* About the previous assignment: Assignment 2, we did very well for all the aspects of the assignment, from doing the research, writing the report to assemble the ideas together, everything was fluent and successful. We feel satisfied with the grade of the assignment. However, we also got some small unexpected mistakes for each part of the assignment that we would improve it more in this one.
* In terms of the process of assignment 3, we get more work to deal with, especially creating the actual product - a dynamic website. Therefore, each member has to work harder for this assignment. Our team learned all the steps of making a complete website, from front-end to back-end. Fortunately, the time before the deadline is quite a lot that we could use it to fulfill our knowledge about these things. In addition, we also make sure that each member could exploit as much as their strengths to complete the assignment fluently and successfully.
* **Career Plans:**

**·**   Vo Tran Truong Duy: chooses software security for his future career.

·       Bui Duc Huy: chooses AI for mobile and robotics and computer, and security.

·       Hoang Ngoc Tuan: chooses design software or web for his future career.

·       Nguyen Cat Tuong: chooses software developers or web security for his future career.

**→** Overall, all of us have different aspects of interest and habit so it’s quite hard for us to work together because there will be some parts that someone likes but the other doesn’t. However, we think each aspect has its own attraction, which we can learn something good from them. From that way, each member could get a little knowledge and find out some informative documents for their future jobs. In addition, we all take responsibility for working as a team so we didn’t find any difficulty, in terms of characteristics. Although we don’t get the same age, it’s not a big problem that we always follow the works from the leader, and support each other.

### Tools:

### As in Assignment 2, you need to have a group website and a GitHub (or similar) repository for your group.

In your report, you should include a brief description of what you have done, and include the following

* The link to your group’s website
* The link to your group’s Git repository (GitHub, BitBucket, etc.)
* Your comments on how well the audit trail on the Git repository reflects your group’s work. You will presumably only be able to do this close to the time of submission.

### Project Description:

#### Scope and Limits(**At least one paragraph is expected**)

“*There's no such thing as perfection. You're never finished with a film. You run out of time.*”-- Peter Jackson, director of `The Lord of the Rings’ and ‘The Hobbit’ trilogies

One of the more difficult parts of project planning and execution is to define the scope and limits of the project. As mentioned above, you never really complete a project like these; all you can ever do is your best in the time available. Part of that involves setting priorities and accepting that there will be features that will take too long to develop. This means that it is important to set a scope for your project, as a means of ensuring that you make the most of the time available. For example, if you are developing a game, you might consider only producing one level and two or three characters, in order to show a proof-of-concept, rather than develop three levels and ten characters.

The scope is probably the most crucial part of your plan, and also the most difficult to define. One way to define the scope is to think of the deliverables for your project, i.e. what outcomes would you be able to show to someone who asks you to see the results of your work. This will also include several statements about what will not be part of the project. For example, if you are using Open Street Maps to show the location of all your favorite shops, the deliverables would include the updated map, but not the Open Street Maps technology itself. It would also not include many other features of Open Street Maps, or other interesting locations -- just those which show your favorite shops.

Also, be aware of the phenomenon of "scope creep", which is the tendency for projects to incorporate more and more features. There is nothing wrong with being ambitious, but you only have a certain amount of time.