TEAM WORKING GUIDE

MANTHAN MALLIKARJUN, ROHITH BOLLINENI, SOMYA BHATIA, ARSH MALHOTRA, AYUSH ARORA, RAHUL MAHENDRU

PRODUCT NAME: Flowrite

TEAM NAME: A ASMR

REVISION NUMBER: 0

REVISION DATE: 12/01/2019

INTRODUCTION

This guide outlines the various working ethics that had been adapted in development of the product.

LOGISTICS

The procedure to develop the product followed a Scrum framework. The working stages were divided into 4 sprints, each ranging to about 2 weeks. The team attended scrum meetings every week to discuss the progress of the project. In order to meet the customer needs and specifications, user stories were developed to initialize and prioritize tasks to be completed. The team adhered to agile development principles in order to code, run and test the product.

WORK ROOM

The team met in library rooms in order to work together on the project, while also working alone for parts.

The team met every week for Scrum meetings in Room 316 on Floor 3 of the Jack Baskin School of Engineering.

MEETING TIMES

The scrum meeting times were held on Monday, Wednesday, Friday after 12PM class (The TA meeting started at 1:20PM)

PROJECT REPOSITORY

https://github.com/flowriteapp/flowrite

ORGANIZATION

The project was composed and organized by a team of six members, which included:
MANTHAN MALLIKARJUN
ROHITH BOLLINENI
SOMYA BHATIA
ARSH MALHOTRA
AYUSH ARORA
RAHUL MAHENDRU

Manthan Mallikarjun acted as the Product Owner while the other team members were appointed as developers and scrum masters through the sprints.

COMMUNICATION CHANNELS

The major communication channel for the team included using Facebook Messenger, Phone Calls and meetings.

DEVELOPMENT ENVIRONMENT

JavaScript – Using ReactJS
HTML/CSS – Using Bulma

PLATFORM

Electron Framework

IDE

Machine Specific

CODING STYLE/ STANDARDS

The coding style has been adapted from the Airbnb JavaScript guide. It is presented in the Documents folder named 'Style Guide.md'

WORK PROCESS/ PATTERNS

The work process followed the scrum approach, where the tasks were organized by user stories in to 4 sprints ranging to 2 weeks each. Each member of the team was assigned specific user stories and the tasks were prioritized by the Planning Poker Method.

DEFINITION OF DONE

- Is the feature completed and working?
- Did you make a PR?
- Has the PR been reviewed by at least one person?
- Have you added proper documentation and comments?
- Have you written tests?
- Did the code lint?
- Have you manually tested every feature

TEAM COLLABORATION

Manthan Mallikarjun: Worked on the fading effect, the authentication system, setting up router for different pages and integrating the UI in the application

Rohith Bollineni: Worked on the setting up a local database, and setting up firebase to store at the backend

Somya Bhatia: Worked on creating the logo, creating the UI prototype, creating the landing page and testing for bugs

Arsh Malhotra: Worked on setting up tests, on saving the text on document changes and ensuring clean code

Ayush Arora: Worked on creating the document to write on

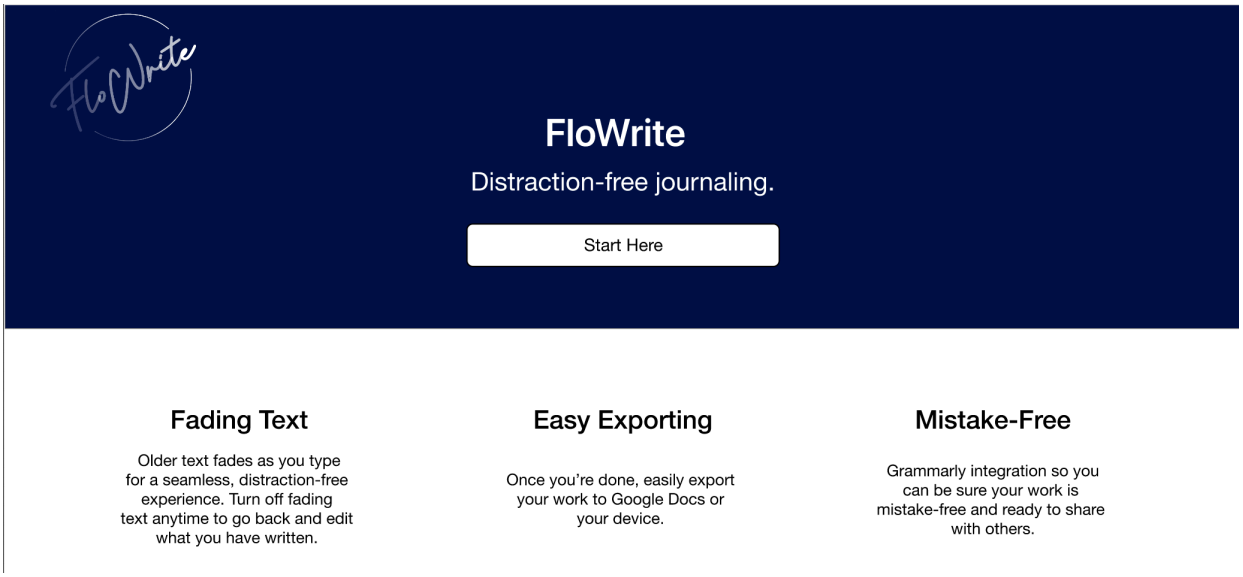
Rahul Mahendru: Worked on setting up the builds for mac and linux, on coding the UI, setting up .txt and .docx exports and on the installation process

COLLABORATION WITH EXPERTS

The team expert comprised of the Professor Richard Jullig and TA Akila de Silva.

UI/ Interface

The Interface of the product is prototyped in Adobe XD and is designed using the Bulma framework for CSS.



APPROACH TO PROBLEMS

The most common approach to problems included asking team members for guidance and opinions while also using online resources to find common problems and look for solutions.

ERROR HANDLING

To handle errors, an automates CI was setup on GitHub. CircleCI helped to diagnose and present errors in code, in builds and to ensure clean code. A further list of tests for errors and bugs can be found in the documents section under the file 'Testing'.