

The Goblin's Software Solutions

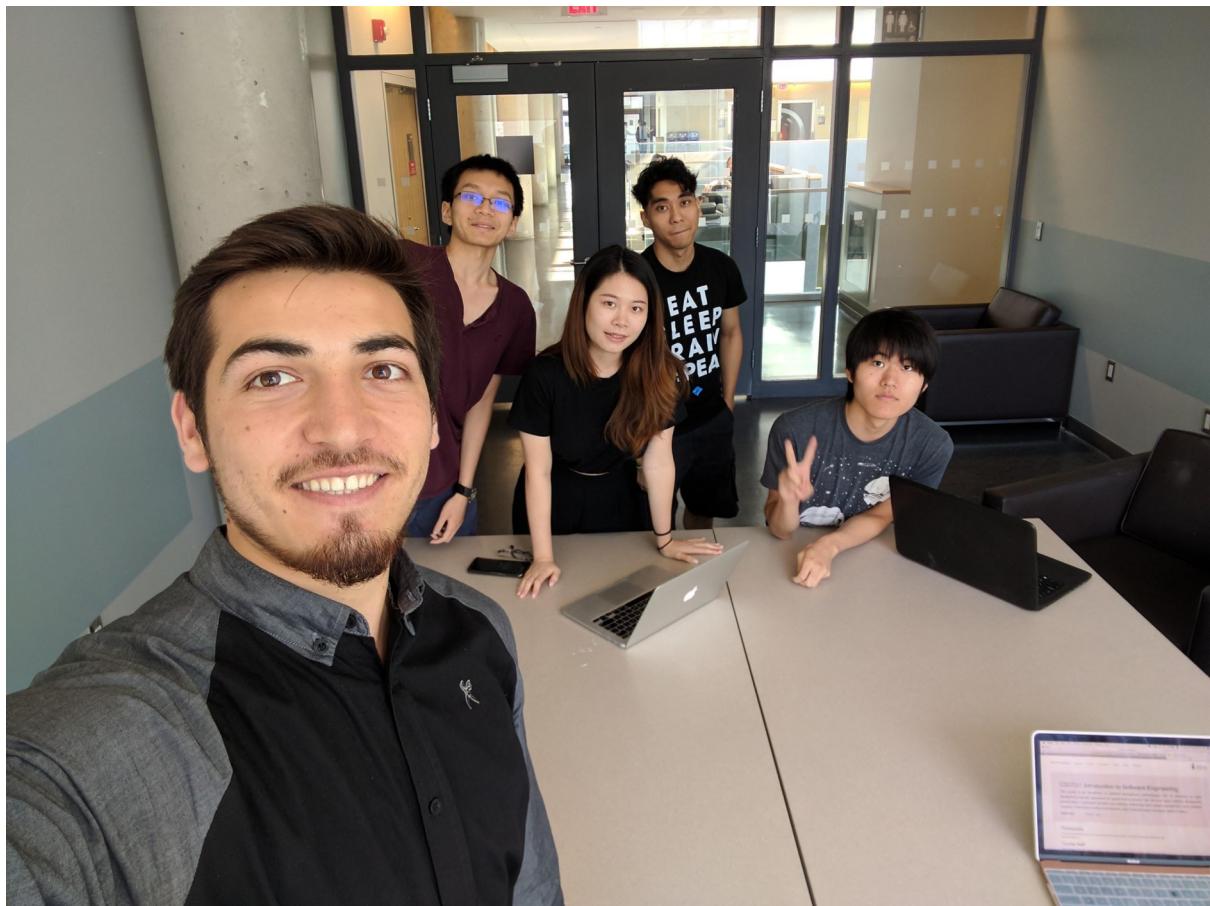


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Mission Statement:

Team goals:

- Creating software solutions that meets the client's spoken and unspoken needs
- Positive teamwork experience for all involved members
- Dealing with conflicts in a professional matter
- Work professionally with integrity and academic honesty

Team strengths:

- Being punctual and on time for meetings and deliverables
- Everyone gets along easily; disagreements are handled in a civil way and compromises are accepted
- Organized decision making, consensus is not too difficult to reach and members are accepting of different ideas

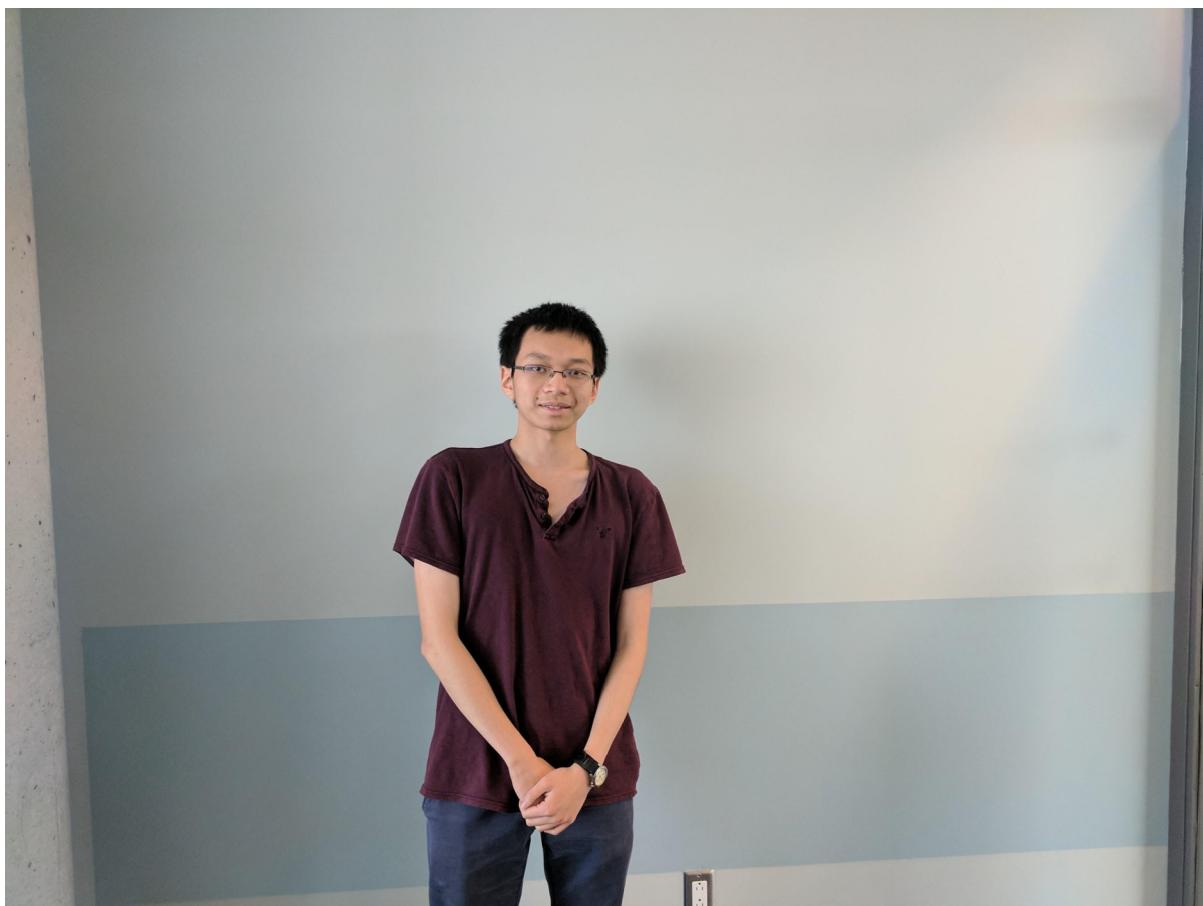


Personal Biographies:



Wanjing, Huang:

Wanjing, Huang is currently a third-year student of University of Toronto Scarborough. For the past 3 years, she has been studying as a full-time student and has obtain a good understanding in several programming languages such as Python, Java, C, Assembly language and hardware description language like Verilog. In the year of 2015, she started her education in University of Toronto Scarborough as Specialist in Computer Science in engineering stream. By the year of 2017, she has finished all required B-level course and her final mark from all Computer Science courses are above the course averages. She has particular interest in Java, and she started her programming study using Java in high school. In addition, she has adequate experience of small game application developing, for instance, she wrote “Lights-out”, “maze-runner” and “Angry Bird” using Java Swing in 2016.



Alexander Tam:

Alexander Tam is studying as a third year computer science student at the University of Toronto's Scarborough campus. He is currently studying as a full time student of the university, although in the past he has had two co-op work terms for the Ministry of Education and CaseWare International as a Manual QA tester and Test Developer respectively. Through his work, school and personal experiences, he has picked up skills in languages such as Java, C#, C and Python and also has knowledge of test automation for browsers from his work exposure to the Selenium Webdriver for Java. His interests in the field of computer science include automation, machine learning and artificial intelligence. When he's not attending a lecture or doing school work, Alex can commonly be found taking a nap at various locations around campus.



Nathan Sim:

Nathan Sim is a current fourth-year computer science student at the University of Toronto Scarborough campus. Through his university studies, he has obtained a well-rounded background in Python, Java, C, and Assembly, additionally being more well-versed in Java coding due to his exposure to the language in high school. Nathan has also worked with C# based clientele, employing a good understanding of C# server-side programming and management. His interests within the subject are primarily in the areas of networking/systems, software engineering, and computer and network security. Though primarily a computer science student, he has also taken interest in and has a high understanding of financial economics, as well as musical theory.



Taiki Takinami:

Taiki Takinami is in his 3rd year as an undergraduate at the University of Toronto studying Computer Science and Physics. As a computer science student his interests include machine learning and artificial intelligence, and his interests in physics are in quantum mechanics. Having an interest in computer science and engineering from high school, most of his electives for high school were devoted to mathematics, introductory computer science courses and engineering courses. Throughout his years in high school and university he has become familiar with many programming languages such as Python, Java, C, and Assembly. Taiki's notable past works include a project from a hardware course where his team made and programmed a turret-like robot that shoots laser beams towards user-defined locations. On his spare time, he likes to play computer games, drink tea, and have deep conversations about the world we live in.



Ali Basit Abdul-Hashim:

Ali Basit Abdul-Hashim is a third-year university student. He is currently specializing in statistics: machine learning and data mining. He also has two minors, one in computer science and the other psychology. He is interested in a variety of fields, but his interests mainly lie in big data and data analysis. Beyond class work, he likes to take part in hackathons and attend as many seminars and workshops as he can fit into his schedule. Ali Basit loves putting his theoretical learnings to the test. Currently, he is challenging himself to create a fully functioning android application by using material learned in previous computer science courses such as CSCB07 and CSCB09. He has a deep sense of appreciation for books, especially computer science, history, and philosophical books. Some of his hobbies include graphic and website design, but he also likes to be active and participates in sport activities such as inter-house soccer.

Team Agreement

Methods of communication:

Slack as primary communication channel,
Phone used only to contact person to get on slack,
Skype used for online group discussions.
Email used as last resort if and only if nothing else works.

Communication response times:

Slack - 6 waking hours
Phone - (preferably) immediately
Email - 24 hours
Skype group discussions are announced a day in advance at latest,
group members should announce if they plan to attend.

Regular meeting times:

Friday's 2:30pm - Mandatory for all
(Might have spontaneous meetings when necessary for completing work)

Meeting attendance:

Friday meetings - Everyone, mandatory
Spontaneous meetings - whoever is available/essential for the agenda of the meeting

Running meetings:

Friday meeting - Some room in IC building, probably IC404 or IC412.
Room arrangement will be announced via Slack if not one of the usual rooms.
Note-taker for meeting rotates weekly.
Spontaneous online meetings - online meeting with preset agenda.

Meeting preparation:

Friday meeting
Talk about what to discuss at the meetings the day before on slack
Online meetings
Because online meetings are planned due to an urgent topic to be discussed,
we will discuss about that topic. Topic announced the day before at latest.

Version control:

Commit/push code that is functional - we will be using a feature branch strategy.
Content of log messages - "(Files changed) - (What changed in file) (Who did it)"

Division of work:

Team will use Trello to manage workload,
we all collectively decide at meetings on who works on what depending
on their strengths and weaknesses

Submitting work:

Ideal submit time - Mondays by 2pm at absolute worst.
Who will submit - no specific person to do final push,
whoever finishes their branch last will be doing the "final push"
Who will review the submission - A group review will happen online or offline with whoever is there. Pull request strategy will be used for this.

Contingency planning:

What if a team member drops out - Replan the distribution of the work, most likely with an online/offline meeting. Talk to prof if it doesn't get resolved easily.

What if a team member is sick for a significant period of time - Replan work distribution and keep going.

What if a team member consistently misses meetings - Call the person, deal with each case individually. Escalate to prof if needed.

What if a team member is academically dishonest - Go back to previous commit and change the offending code. Notify prof **ASAP**.

