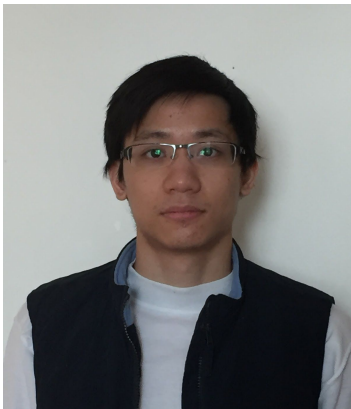# CSCD01 Deliverable 1 Plan

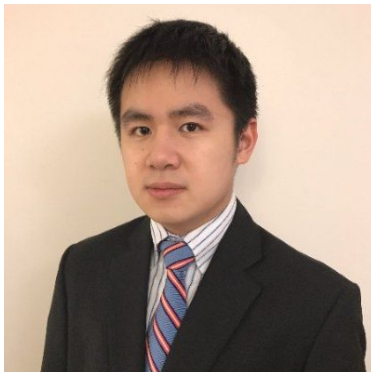## Team name: Segfault Strategies

Team goals:
- For every feature the group decides to take on, the goal is to complete the feature in its entirety and have the feature accepted by matplotlib.
- Gain experience working in a team environment
- Efficient task managing between team members
- Efficient team communication in a large group
- Learning how to approach larger scale projects
- Completing expected tasks on time
- Being organized and starting tasks early
- And have fun!

Meet the Team Members:

Kevin Chou is currently a third year student at University of Toronto Scarborough working towards finishing his Computer Science Specialist degree. From the numerous computer science courses he has taken throughout his Computer Science Degree career at UTSC, Kevin has gained a background in Java, Python, C and a basic introduction to HTML and Javascript. Outside of school work, Kevin has worked on a couple of his own coding side projects, custom built his own personal computer and created several mods for Fallout 4 and Skyrim using the Creation Kit, a modding tool released by Bethesda Softworks LLC. His most recent project he has been working on from scratch is a 2D side-scrolling platformer in Java. In addition, Kevin has an interest in computer graphics, animation and 8-bit music; he has also been dabbling in pixel art, as well as pixel based animation.
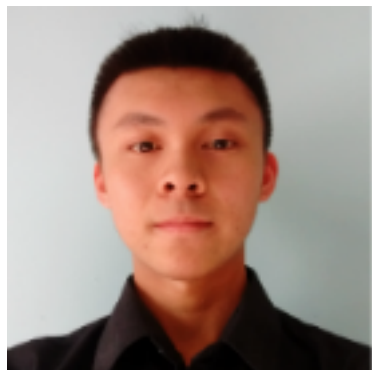
Jerry Lui is a third year Computer Science student specializing in Software Engineering and minor in Statistics at the University of Toronto Scarborough. He has always been interested in computers and has more than 4 years of programming experience in different languages such as Python, Java, C, HTML, PHP and etc. He is familiar with

back-end development, and he also has experience with building web applications. From his past 3 years at university, Jerry learned a lot about different technologies and enjoys learning new things to help him achieve his goals; he is confident doing individual work but also enjoys team work. He has team work experience from completing, and excelling in projects both within and outside of school. In addition to software, he is also interested learning about modern technologies and hardware. Jerry believes that the skills that he gained from school combined with the frequent communication between team members will be crucial to the completion of this project.

Qiyan Lu is a third-year student at the University of Toronto Scarborough in the computer science specialist program. He has a solid understanding of Python, Java, C, HTML, PHP and a basic understand of assembly language. His experiences with computers during high school intrigued him to continue studying computer science in university. He also has an interest in front-end web development and is going to study more about web development during his academic year. During his time at UTSC, he has developed better time management and communication skills. With his passion and skills for programming and designing websites, Qiyan wants to become a successful web developer one day.
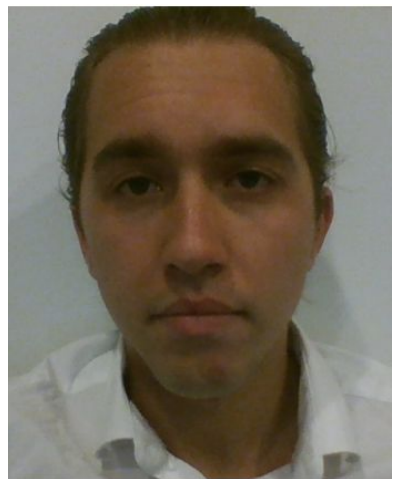
Currently studying at UTSC (University of Toronto Scarborough), Calvin Luong is a fourth year student pursuing a specialist in the Software Engineering stream. Calvin has been programming for over 5 years, and over this time has gained proficiency programming in various languages starting with Visual Basic, and gradually expanding into languages such as Java, Python, and C. On top of that, he also has some experience in working with databases using SQL along with elements of web design (HTML, CSS, PHP, Javascript), so in any situation he is comfortable working in either the front or back end. Calvin is always open to learning new languages and computer science concepts and won't back down from any challenge he encounters along the

way, and has his eyes set on continuing to develop useful web and mobile applications in the future.

Jacob Aquino is a fourth year Computer Science specialist at the University of Toronto Scarborough. He has experience using computer programming languages Python, Java, C, and Haskell. He has developed strong analytical and problem solving skills through his course studies in computer science and mathematics. He has completed co-op work terms at CIBC as an Information Security Coordinator and Technical Analyst. Through these work terms, he was able to gain experience working in a professional team environment and greatly improved his communication skills. Jacob is an individual who strives for self-improvement and is open to learning new things.

Juan Romanutti is currently in third year at the University of Toronto Scarborough, pursuing a double major in Computer Science and English. Having an engineering degree from Carleton University, he studied civil engineering and minored in business. Between these two academic "study periods", he worked and volunteered in a variety of places: from construction, to volunteering abroad (Argentina); tutoring, to developing a website for a client, and other odd jobs in between.

Along the way he discovered his passion for building things that makes situations easier for others, and cutting out the unnecessary. He enjoys coming up with such ideas, such as researching and using apps, or just explaining something complicated. With his constant interest in technology, his career was steered to be more technology-centric.

For his most recent professional experience he worked at Bell Canada in a large team as a Software Quality Analyst, in a large project that encompassed an enterprise-wide system.

Junzhi Chen is a third year Computer Science specialist student at the University of Toronto Scarborough. He is specializing in information systems stream. As a student in computer specialist, Junzhi Chen has taken several courses to learn computer knowledge and skills such as, Java, Python, C, algorithm, data structure, testing, assembly languages, HTML and CSS. Junzhi Chen is fluent in Mandarin, Chinese and English. He also has domestic and international experience, communication skills and he is highly creative, enthusiastic and attentive to details. Junzhi Chen has a year of work experience in web design, where he maintained Career Path Association's website with his team. During this period, he took the initiative to learn HTML, CSS and participate in brainstorming sessions with other members of IT team to come up with new ideas for the website. He also has some practice with SVN systems and developing Android Applications, such as a bank system with his teammates.

Team strengths:
- Relevant team experience
- Flexible working hours
- Proven communication skills
- Willingness to Learn
- Positive Atmosphere
- History of disciplined work ethic and punctual delivery
- Relevant Industry experience
- Diverse technical skills; interests in different areas

Individual strengths:

Jerry
- Algorithm design, and experience with many programming languages including: Java, Python, C, SQL, Android Studio, Verilog, HTML, PHP, and CSS and 4 years of coding experience.
- Great teamwork skills developed during university courses and hackathon.

Kevin
Self-Motivated/Individualist
- Able to stick to an assigned task and see it through until completion/meet deadlines
- Able to independently tackle new things out of personal interest/necessity

Systematic/Methodical
- Considers pros/cons of both sides before making a decision
- Prefers having well thought out and organized plans/schedules to approach tasks

Jacob
Communication
- Has effective communication skills developed through work experience in the Information Technology industry and through university group projects

Analytical
- Has great problem-solving skills gained through academic work in computer science and mathematics courses and shown through the ability to work independently and efficiently at the workplace when presented with tasks

Qiyan
Flexible
- Able to quickly learn new technique and emerging tools to help create better software.
- Actively self-educates and researches.

Comprehension
- Able to grasp complex computing concepts.
- Able to devise logical solutions for programming problems.

Junzhi Chen
- has a year of work experience in web design, where he maintained Career Path Association's website with his team.
- Can speak Mandarin, which can help him to communicate with other chinese group member.

Calvin
- Punctual: Able to thoroughly complete tasks on schedule and seeks proper assistance through problem solving skills when issues arise.
- Experience in communicating effectively in groups through class and hackathon projects.

Juan
- 1 year industry experience working in a large team, where efficient communication was key.
- Pursuing English major, can enhance communication practices within the group.

Definition of Done (of each feature)

- **Documentation:** All documentation are to be fully written prior to any submission deadlines and all documented code to be submitted to matplotlib must conform to the numpydoc guidelines specified by matplotlib. There will be no committing of extraneous files to GitHub repo.
- **Unit Tests:** Thorough unit test cases are to be written for a feature and ensured to successfully pass all tests.
- **Coding Style:** Code's appearance for any feature (ie. indentation, variable naming, line length, whitespace management, comments, .. etc) that affects readability and quality of the code must follow agreed upon conventions.
- **Code Review:** All code prior to submission are to be reviewed by at least one other team member who was not an author of said code.
- **Code Submission & Completion:** Only fully functional and tested code for a feature are to be merged together before being pushed to the GitHub repository's main branch. Any WIP portion of a feature are to be kept on their own branch prior to their completion.

Definition of Done (of each deliverable)

- **Completion:** All requirements on a deliverable must be fully completed and any instructions are to be followed.
- **Presentation:** The deliverable document follows a consistent format and has proper grammar, punctuation, and writing style.
- **Submission:** The deliverable must be submitted in accordance to the team agreement.

GitHub Accounts:
- Jerry: github.com/jerrylui803
- Yan: github.com/luqiY2
- Kevin: github.com/choukev
- Calvin: github.com/calvin04
- Jacob: github.com/jacob-aquino
- Junzhi: github.com/JZCJackson
- Juan: github.com/JRommm

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CSCD01 Team Expectation Agreement

Communication

Method of communication: Facebook Messenger for everyday conversations and group calls

Communication Response time:
- Facebook Messenger will be the primary point of communication
- Facebook Messenger messages will be answered within 5 hours excluding the hours of 12 am to 7 am.

Weekly Mandatory Meetings:
- 1 mandatory physical meeting with all group members
  - Monday 6 pm, in IC406 or an agreed upon location once all members have assembled.
- If necessary, extra mandatory meetings may be scheduled
- Meetings must be documented

Weekly Stand-up Meetings (~ 15 min):
- Must attend at least 2 of the following stand up meetings per week:
  - Tuesday at 5:00 pm
  - Thursday at 6:00 pm
  - Friday at 12:00 pm
- Meetings must be documented

Supplementary meetings:
- Extra meetings may be scheduled as necessary; all members may not necessarily be present
- These meetings must also be documented

Weekly meetings with the TA:
- TBD

Work Allocation and Delivery

Version control: The team will be using GitHub. All the submissions of deliverables will be done by those assigned to the task. Any changes to the repository will require at least one other team member to review.

Division of Work:
The tasks will be divided equally in terms of expected effort and workload by the scrum master(Juan), and agreed upon by the rest of the group. Team members must be open about their ability to complete work.

Submitting Work:
All assigned work is expected to be done by the team member assigned to that task at least 8 hours before the deadline.

Difficulties and Escalation

Clarification on tasks:
- Uncertainties on assigned tasks must be communicated clearly in a timely manner to the group. Responsibility rests on the assigned individual to resolve.
- If they cannot resolve the problem, the issue(s) must be brought to the attention of either the TA or professor once all options at the team level have been exhausted
- For general questions about a project feature or the project in general, the selected team member(s) are to bring these questions to the Product Owner (TA).

Contingency planning:
- TA and Prof are to be notified of any academic dishonesty.
- If a team member decides to drop the course, they will give a week's notice in advance.
- The TA will be notified in the case of a conflict in the team or when a member fails to adhere to any of the above agreement more than 3 times in this entire term and is unable to be resolved within the team.
- If a team member is ill and does not expect to be able to finish their assigned task before the deadline, they will notify other members in advance, so that the work can be distributed among the other members.
- A team member must give notice as early as possible if he/she is unable/late to attend a team meeting.
- If any unforeseen situation causes a team member to be unable to finish his assigned task, the other team members must be notified ASAP and the work will be distributed among the other members.