1100 Group

CSCC01
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Meet the Team

Hello! We are a group of five called the **1100 group**. Our goal is to use good agile development practices to produce the best possible product for our client and allow for further expansion in the future. Our strength lies in our communication and our coordination as a team. We are very responsive with our communication, allowing for efficient development. We also come from a variety of different backgrounds and with a variety of different experiences to bring to the table.

1100 Group Members

Dhairya Dave

Dhairya Dave is a senior student at the University of Toronto that is specializing in Software Engineering. As an undergraduate, Dhairya has gained valuable experience learning concepts from various courses throughout university, from a co-op work term, and co-curricular involvement. At university he has completed courses such as Social and Information Networks, Design and Analysis of Data Structures along with many others. He's proficient in Python, C, Java and other technologies such as JIRA and Sketch. Dhairya also has experience working in a team as he has interned as a developer at TD Bank. Also, he has held the role of a hackathon mentor in two hackathons, namely Starter Hacks and RU Hacks. These experiences have shaped him into a committed team player who is comfortable with leading or being followed. Dhairya is a basketball enthusiast. Hence, during his spare time, he loves watching and/or playing basketball.

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Andrei Grumazescu

Andrei Grumazescu is a Romanian-Canadian third year student at UTSC, pursuing a specialist in Software Engineering. Andrei is proficient in Java, C and C++, and Python. He has experience working in an agile development cycle for a mobile application as a Scrum master, and in creating mobile applications using Android Studio. He has a natural tendency to want to lead groups, and acts to ensures no other team members have conflicts, or confusion about tasks at hand. Andrei makes certain he and his team members are clear about the client's terms and goals, and coordinates meetings to ensure development is progressing smoothly, and to the client's best wishes. In development, Andrei implements programming principles to prevent bogged down and confusing code, and allows for simple future additions. Ultimately, Andrei communicates effectively to both clients and team members, resulting in a friendly, stable, and efficient environment where development is unhindered.

Victor Lee

Victor Lee is a third year computer science student doing a specialist in software engineering. His interest in this field stems from creating creative solutions for challenging problems. He is familiar with Python, C and Assembly and is proficient in Java. He has prior experience in designing and implementing a command line shell. Currently, he is developing a currency converter program that will allow users to convert currency between countries by simply providing the name of the countries and the amount of currency to be converted. Victor enjoys the design phase when developing new software and appreciates the challenges of trying to create flexible and adaptive software. He is always willing to help his teammates out and wants to see everyone on the team succeed. Last but not least, Victor likes to see himself as someone who is not afraid to make mistakes. In fact, he enjoys making mistakes because that is when he feels he does the most learning.

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Wing Kin Tsang

Tsang Wing Kin is a third-year undergraduate student studying a double degree of information system and computer science at the University of Hong Kong. He is currently an exchange student at the University of Toronto – Scarborough for fall semester. He is proficient in C++, python, C, VBA, and MYSQL. He also has fundamental knowledge about accounting, marketing, management and finance. Kin enjoys programming and is eager to learn new programming language. Currently, he is learning Java for the courses here. He has experience as summer intern and student research assistant in the first two years of study in Hong Kong. Kin is a team player and always willing to assist his teammates to achieve the same goals. He loves challenges and believes important things are learnt from mistakes. During his spare time, he loves playing computer games, watching movies and listening to music.

Jiayi Zhao

Jiayi Zhao third year student studying Software Engineering at the University of Toronto Scarborough. His current interests in the technology industry are system design, hardware design, language design, GUI design, graphics processing, kernel hacking and parallel computing. Jiayi's side projects are mostly comprised of small applications for himself and others to use. He enjoy using and contributing to open source projects such as Linux. He believes in the UNIX philosophy. Programming languages he knows are C, Python, Java and Rust, with C being his favourite. However, he will use the best language for the task. Jiayi is an active maintainer of packages in the Gentoo Portage tree. He currently works as a TA for CSCA08. During his free time, he does Traditional Chinese Lion Dancing, coding and plays games.

Team Agreement

Communication
Methods of communication:
Facebook Messenger - for urgent and casual communication (check often)
Discord - for work related communications (check at least daily)

Response Time:
Messenger – **1-4 hours**
Discord – **2 hours**

Meetings
- All regular meetings are **mandatory**
- Meeting Preparations
  - Have an agenda
  - take notes of meeting contents

TA Meeting – **Weekly Friday 4pm**
Weekly Meeting Times:
  In-person meetings:
  Wednesday 1-2pm   IC-406 Labs
  - More of a stand-up meeting
  Friday after TA meeting   IC-406 Labs
  - Design, planning poker and user stories (to assign difficulty and importance)
  - Discuss project deliverables
  Discord:
  Tuesday 7pm

Coding Standard
Version Control: **git**
- Pull first before working on code
- Never break master branch, should always compile/run
- Branch when working on really big feature(s)
- Commit messages should be concise describing what changes were made at a high level

Programming Languages:
- Most likely Python

Work
Division of work:
- Members will be expected to select user stories and finish them on time
- Will be using story point system to measure workload

- Use a kanban-like system to keep track of who's working on what

Submitting Work:
- All work should be done at least 24 hours before deadline
- Code must compile
- Push changes at the end of the day
- Always pull before working

Conflict Resolution:
- Before changing code, communicate with others that have code that depends on code you are about to change
- Conflicts should be resolved by team members directly involved in the conflict
  - Other team members may help
- Conflicting design choices and ideas will be discussed with all group members until a consensus has been met
  - Take breaks if still unresolved after discussion and discuss again after everything else has been resolved
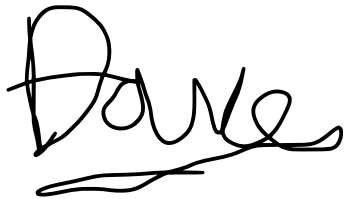
Administrative

Contingency Planning
- In the case of a team member that drops the course, their assigned work   will be distributed among the remaining team members (or serious extended sickness)

- If one were to miss a meeting, they must provide good reason minimum 1 day ahead of time
  - If a member misses a Mandatory meeting without reason, they will have to take on at least 1.5x more story points for the next deliverable

- Secondary meetings are less important, but if you have an important issue or a topic concerning you and your work make sure you go to it
- Academic integrity:
  - Please consult team members if confused
  - If team members are unable resolve the problem, ask the TA and then professor. In the worst case, if someone does use code from a website, be sure to site it, and tell the group members as soon as you have done that so everyone is aware

The signatures below indicate that the members of the 1100 Group have read, understood, and intend to follow the guidelines stated above.