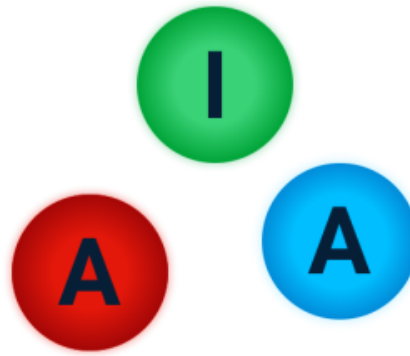


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Algorithms in Action COMP90082_2021_SM1

Project Description

The AIA project is a visual representation of algorithms which is a step by step walk through of the pseudocode for students to gain a better understanding of the algorithms. The project is written in React, a JavaScript library. The web app was created to understand the execution of algorithms by the means of animations which will be used for teaching purposes. It also conveys some useful information such as background, pseudocode and explanation of the same about various algorithms in detail. Algorithms have predefined input parameters, moreover data can also be manually inserted by users to visualize the working of the algorithm.

This semester, the aim of the project is to polish existing features to improve the user experience and fix any bugs pertaining to the existing algorithms. Additionally, the teams are also expected to add new algorithms to the web app as per the client requirements.

Stakeholders

Name	Preferred Name	Contact	Role	Responsibilities
Dr. Linda Stern	Linda	Email: stern@unimelb.edu.au	Client	<ul style="list-style-type: none">Propose product requirements and provide new directions for the requirements of the same.Understand the main points and directions of system construction, and be familiar with specific business and production management practices.Determine the target framework of the project, and know which difficulties the project has to solve, so that the scope of the project can be better controlled.Clarify the end-user departments and users, understand their current working methods.Determine and communicate the product acceptance criteria as well as control the project's closing link.Communicate problems and requirements in the acceptance process in a timely manner.Understand the preliminary goals of the project and be responsible for closing the project.
Prof. Harald Sondergaard	Harald	Email: harald@unimelb.edu.au	Client	
Dr. Lee Naish	Lee	Email: lee@unimelb.edu.au	Client	
Zhe Wang	Zoe	Email: Zoe.wang1@unimelb.edu.au	Supervisor	<ul style="list-style-type: none">Provide help and guidance throughout the project.Communicate with clients and the teams.Oversee the teams progress on the Trello board as well as Confluence.
Sanjana Ratan	Sanjana	Email: sratan@student.unimelb.edu.au	Project Manager of Team 1	<ul style="list-style-type: none">Determine the project goals and communicate the goals to everyone in the team.Allocate tasks identified to respective teams and assign appropriate members to perform the tasks.Ensure collaboration between teams and within teams as well.Perform measurement and assessment to measure team performance and individual performance.

Andrew Harding	Andrew	Email: aharding2@student.unimelb.edu.au	Project Manager of Team 2	<ul style="list-style-type: none"> • Liaise with the supervisor to communicate project needs and acceptance. • Perform conflict resolution when required to ensure a smooth implementation of the project. • Communicate with clients conveying the project's progress and report back changes to requirements to the team. • Responsible for ensuring timely project submissions along with the Scrum Master.
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Team

Name	Preferred Name	Contact	Role	Responsibilities	Belong to
Cameron Wang	Cameron	Email: camwong@student.unimelb.edu.au	Scrum Master	<ul style="list-style-type: none"> • Liaise with the Product Owner and communicate the wish list to meet client requirements. • Facilitate and maintain all sprint ceremonies. • Ensure the team adheres to the overall plan and meets project deadlines. • Ensure the team completes all tasks required for project submissions. 	Team 2
Chao Zhang	Chao	Email: chaoz5@student.unimelb.edu.au	Quality Assurance lead	<ul style="list-style-type: none"> • Facilitate the creation and maintenance of the Software Quality Assurance Plan. • Ensure that coding standards are followed. • Verify whether all documents meet their respective requirements and guidelines. • Review every document to ensure it follows language proficiency. 	Team 2
Chunxi Lin	Mick	Email: lincm@student.unimelb.edu.au	Design and Architecture lead	<ul style="list-style-type: none"> • Determine the component design of the system. • Responsible for the creation and improvement of all system design models. 	Team 2
Ishwari Padval	Isha	Email: ipadval@student.unimelb.edu.au	Front-end lead	<ul style="list-style-type: none"> • Lead the teams working on the visual interaction tasks for the front-end of the product. • Lead the teams to ensure the technical feasibility of UI/UX. 	Team 1
Jason Jia	Jason	Email: hejia@student.unimelb.edu.au	Technical lead	<ul style="list-style-type: none"> • Mentor both teams when they're unfamiliar with the technologies being used for the project. • Guide a team member when he/she needs help with a feature or code. • Ensure version controlling in the GitHub repository of the web app. • Review the code for features implemented by the team members. • Approve merge requests by team members to the master branch. 	Team 1
Naman Gupta	Naman	Email: nggup@student.unimelb.edu.au	Testing lead	<ul style="list-style-type: none"> • Responsible for verification and evaluation to improve the quality, reliability & performance of the system. • Responsible for performing integration testing, system testing, unit testing and acceptance testing. • Communicate failed tests to the Front-end lead as for the development team to correct the respective component. 	Team 1
Zimo Li	Zimo	Email: zimol@student.unimelb.edu.au	Product Owner	<ul style="list-style-type: none"> • Liaise with the clients, scrum master and the team. • Communications and client requirements are handled. • Maximise the value produced by the team and also manage the product backlog. • Participate in sprint ceremonies to put forth the client's standpoint. 	Team 1

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Chao Zhang

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