

CSCC01 Deliverable 1

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Contents

0.1	Introduction	2
0.1.1	Team Info	2
0.1.2	Team Members	2
0.2	Sharing A Meal	5
0.3	Team Agreement	5
0.3.1	Communication	5
0.3.2	Meetings	5

0.1 Introduction

0.1.1 Team Info

Java & The Hutts



Team Goals:

As a team we strive to create working software that is scalable and built for the future. We want to ensure that we meet the clients' needs while creating an equitable work environment for all team members. We believe that a clean, organized work flow that properly follows SCRUM development standards and allows for all members to contribute ideas is key to the successful development of a viable product in this course.

Team Strengths:

Mohammad: I am proficient in **Java**, **Python**, **C**, and **JavaScript**. I am comfortable with the **Flask Microframework**. I am comfortable with **SQL** databases such as **MySQL** and **OracleXE**, and **NoSQL** databases such as **MongoDB**. Comfortable with **git** and **bash**.

Anh: Familiar to Java, Python, C. I am also familiar with basic data structures and how to implement them, as well as design patterns learned in B07.

Xingyuan: I am proficient in **Java**, **Python**, **C**. I have some knowledge of **HTML**, **SQL**

Brian: I am proficient in **Java**, **Python**, and **C**. I am also comfortable with **SVN**, **bash**, and **git** for software tools.

Gabrian: I am proficient in **Python**, **Java**, **C**. I have some knowledge of **HTML**

0.1.2 Team Members

Xingyuan Zhu



Hi, my name is Xingyuan Zhu. I am a U of T student who specializes in Computer Science software engineering. As a senior university student with extensive experience and outstanding management skills, I am able to overcome various difficulties and complete the task effectively. I am knowledgeable of many high-level programming languages such as Python, Java, C, etc. I also have skills in computer language such as assembly language, shell command. Furthermore, I participated in many team work projects (B09, B07, C85) and has been really helpful.

Brian Liao



Hello, my name is Brian Liao. I am a third year student in the Statistics Specialist Program (Machine Learning and Data Mining Stream) at the UofT. I have experience working in an agile environment, where I took on the role as a scrum master and as a developer in order to create well designed, maintainable software. I am passionate about working with others and learning to apply my knowledge to all sorts of problems. My goals are to improve my technical and interpersonal skills so I can support others better and to grow as an individual.

Gabrian Mak



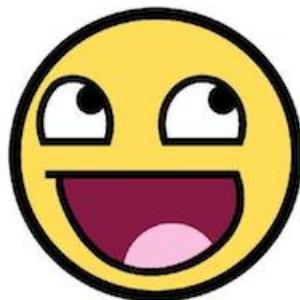
Greetings. My name is Gabrian Mak. I am a third year student in the Computer Science Program with a Specialist in Software Engineering. I am Chinese born Canadian. Languages I can speak are English, Cantonese and a little bit of mandarin. My hobbies are gaming and soccer as well as solving puzzles. I find working as a team to be rewarding and will do my very best to complete my tasks on time. Even though I don't know a lot of programming, I look forward to increasing my team play skills as well as learning from my teammates. Overall I am an outgoing person and feel that communication is very important. My main goal during this assignment is to have fun.

Mohammad



Hi, my name is Mohammad [Moustafa]. I am a third year student studying Computer Science at the University of Toronto, with a specialist in Software Engineering. I am fluent in English and conversational in Arabic. I have professional experience as a full stack developer through a co-op work term, as well as my own side projects. I have very strong leadership and organizational skills through my experiences being a part of the Association of Mathematical and Computer Science Students, as well as being a teaching assistant at the University of Toronto. In my free time I enjoy learning new technologies, cooking, and exercising. Communication, responsibility, and reliability are very important things to me and I strive to be the best I can be for my team. My goal for this course is to gain valuable experience in a software development team that I can apply in the field.

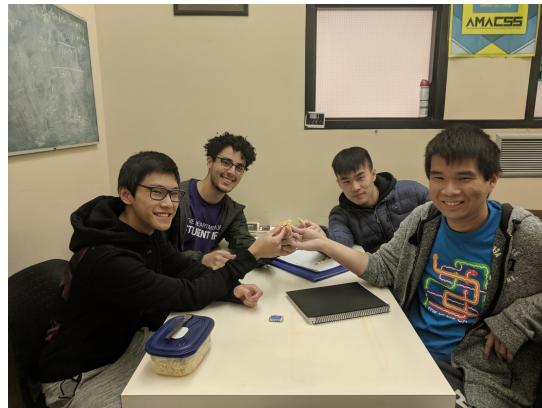
Anh Le



My name is Anh Le. I am a second year student studying Computer Science at University of Toronto, pursuing specialist in computer science. I come from Viet Nam and I speak English as my second language. I enjoy taking part in coding competitions, as well as solving coding challenges during my free time, although

I am not very good at it. As a team member, I believe, it is most important to have responsibility towards the project, as well as a good connection with my teammates. With those targets in mind, I strive to cooperate with my team to deliver the best piece of code I could, that can work reliably as a whole with others. Due to my lack of experience, I make a lot of mistakes in creating software to work in a larger program. I hope to learn from this course and my team members to improve my skills.

0.2 Sharing A Meal



0.3 Team Agreement

0.3.1 Communication

Methods of Communication: We will use Discord chat to communicate with each other

Response Times: Within 24 hours for regular messages/topics. For messages sent before 8pm, try and respond by the end of the day.

0.3.2 Meetings

- * **Regular Meeting Times:** Proposed for now at 12-1pm on Saturdays. All meetings are mandatory unless otherwise agreed upon prior to the meeting.
- * **Running Meetings:** Meetings will be held in IC406. They will be in person. Gabrian will take minutes during meetings and share them later with the group.
- * **Meeting Preparation:** Preparation is dependent on the deliverable. Generally, meetings will discuss similar topics to that of a SCRUM meeting
- * **Version Control:** We will use the Github repo for version control. Only source code and relevant files will be committed. Files specific to a developer's instance will not be committed. We will use one branch per person, no code will be merged with the master branch until it 100% works and has been reviewed at our weekly meeting

- * **Content of Log Messages:** Messages should be generally informative and detail what has been changed/affected by that commit and/or what feature has been added/removed.
- * **Division of Work:** We will use Trello for our Kanban board. After user stories have been created, and assigned scores, team members will be given the option to choose the stories they want to work on. A scoreboard will be kept to get a rough overview of how much each member is taking on.
Proposed weekly meeting time with TA is Mondays 7-7:30
Any code should be submitted as a pull request prior to the Saturday meeting. At the Saturday meeting we will review all the pull requests as a group and approve/make changes as required. All final code should be submitted 24hours before a deadline.
- * **Contingency Planning:** In the case of a team member dropping, let the team know via discord as soon as possible. Then we meet with the TA to discuss situation, make changes to parts of the team agreement and work distribution as required. In the case if a team member feels that another team member is not doing their work, or is submitting poor quality work, they will bring it up to the team in a respectful manner and will not suffer repercussions (social or otherwise) for doing so.
- * **Documentation:** For all coding that is done, standard function descriptions should be applied such as syntax, what the function returns and the use for a function. In addition, little to medium comments would be appreciated in the function so that any team member can understand the function easier.
- * **Definition of Done:** A task is considered done when the conditions of the task are met and it has been thoroughly unit tested