MONASH University

Team Information

JTR Industries Pty Ltd

Last updated: 1/04/2023

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Team members:

This section details technical information relating to all current members of the company “JTR Industries Pty Ltd”. Contact information is private and intended to be shared only amongst relevant stakeholders and internal company employees.

Thanh Nguyen (Jessica):

Jessica Nguyen is a third-year software-engineering student, currently interning at ‘JTR Industries Pty Ltd’. She has had previous experience with agile project management and works well within structured team environments. Jessica has a very keen eye for aesthetics as she also studies design.

Technical / Professional Strengths:

- Java
- Javascript
- HTML
- CSS

Contact details:

- Email: tngu0151@student.monash.edu
- Facebook: https://www.facebook.com/rubynguyen.1999

Tuan Le:

Tuan Le is a third-year IT student, currently interning at ‘JTR Industries Pty Ltd’. He has had previous experience with agile project management and works well within structured team environments. Tuan is currently writing an epic fantasy novel as a hobby.

Technical / Professional Strengths:

- Java
- Javascript
- Python
- HTML
- CSS
- C++

Contact details:

- Email: mlee0096@student.monash.edu
- Facebook: https://www.facebook.com/tuan.leminh.18400

Ryan Tran

Ryan Tran is a third-year software-engineering student, currently interning at ‘JTR Industries Pty Ltd’. He has had previous experience with agile project management and works well within structured team environments. In his spare time, Ryan can be found hanging out with his Calico cat, “Kuja”.

Technical / Professional Strengths:

- Java
- Javascript
- Python
- HTML
- CSS
- React

Contact details:

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- Facebook: https://www.facebook.com/ryan.tran.50702/

Team logistics:

This section details the intended meeting schedule for the current project, “Nine Man’s Morris”. It also discusses how division of workload amongst JTR Industries team members will be distributed and managed fairly.

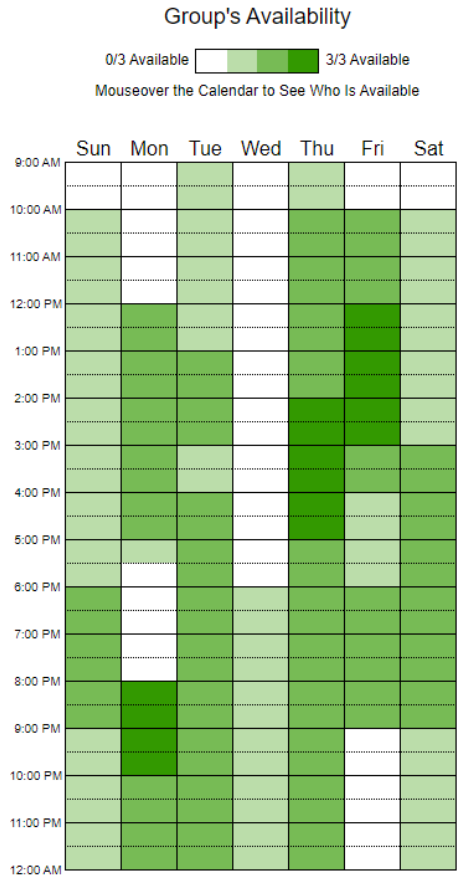

Figure 1. Availability matrix of all JTR Industries members. Created on when2meet.com

Meetings:

This team will meet regularly in-person at the following times:

- Monday (8:00pm – 9:00pm)
- Thursday (2:00 – 3:00 pm)

These times were chosen based on team member availabilities (see figure 1). These times are especially convenient as they follow in-person applied and consultation sessions.

Please note that additional meetings may be organized on a week-to-week basis, dependant on workload.

Division of workload:

Workload will be distributed evenly amongst team members at the start of each sprint. Team members will meet in person after identifying all user stories pertaining to the current sprint.

User stories and features will then be assigned to team members, taking into consideration the complexity and nature of the work.

Care will be taken during this meeting to ensure each member does an appropriate amount across all facets of the project (documentation, coding, wireframing etc.).

Technology stack:

This section details the proposed technology stack to be used for the “Nine Man’s Morris” project. Included is the justification for each choice and alternative considerations.

Programming language:

- Java

Java was chosen as the main programming language for this project due to several reasons. Primary amongst them, was because all members of JTR Industries have had previous experience coding with Java through FIT2099. Java is also at its core a fully object-oriented language which very much suits this unit, as it will help enforce sound class-based object-oriented design.

Python was also considered as the main programming language due to two team members having experience with it. Python’s relatively simple and concise syntax also made it an appealing choice for this project as it would have helped with the code readability. However, with Python being a multi-paradigm language, it does not enforce object-oriented principles to the same degree as Java. Therefore, the final consideration was given to Java.

API:

- Java2d
- Swing (JFC)

We have not yet finalized our choices for the API technologies we would use for this project but listed above are APIs we have identified as being potentially useful.

Considering that the design of “Nine Man’s Morris” is comprised of relatively simple shapes, we believe the Java2d API would be appropriate for this use case. This API is more light weight than its cousin Java3d (which was also considered but deemed overkill for our use purposes.

Swing is our primary candidate for our GUI application needs. We considered Swing alongside Java AWT as both could potentially achieve the same things. We ultimately went with Swing as, it is comparatively more light-weight, powerful and faster than AWT. Swing also supports MVC patterns (unlike AWT) which synergises well with OOP.

Design:

- Figma
- Lucidchart

With one of our team members already having experience with using Figma (Jessica Nguyen), thought that Figma would be a good choice for our Lo-Fi Prototyping needs. Figma is a web-based design tool, with many useful functionalities for designing prototypes.

Chief among these tools is its collaborative functionalities, which allows for multiple users to work on the same design page with live syncing. This was especially useful for our purposes, as having the shared workspace would allow for our team members to easily see which elements have already been implemented. Additionally, by having all Lo-Fi drawings be consolidated in a single workspace, we thought it would help us keep a coherent and cohesive design style, as each drawing could easily be referred to.

Lucid chart was our chosen tool for creating our domain model. This was a very easy choice, as all team members had previous experience with using the program, which would likely eliminate any hiccups with learning how to design on a different platform. Additionally, Lucid chart also supports

the importation of third-party shape libraries, such as “UML class diagrams” and “entity relationships” which would have been especially useful for our modelling purposes.