

10/1/2018

Getting Started

Project Deliverable 1

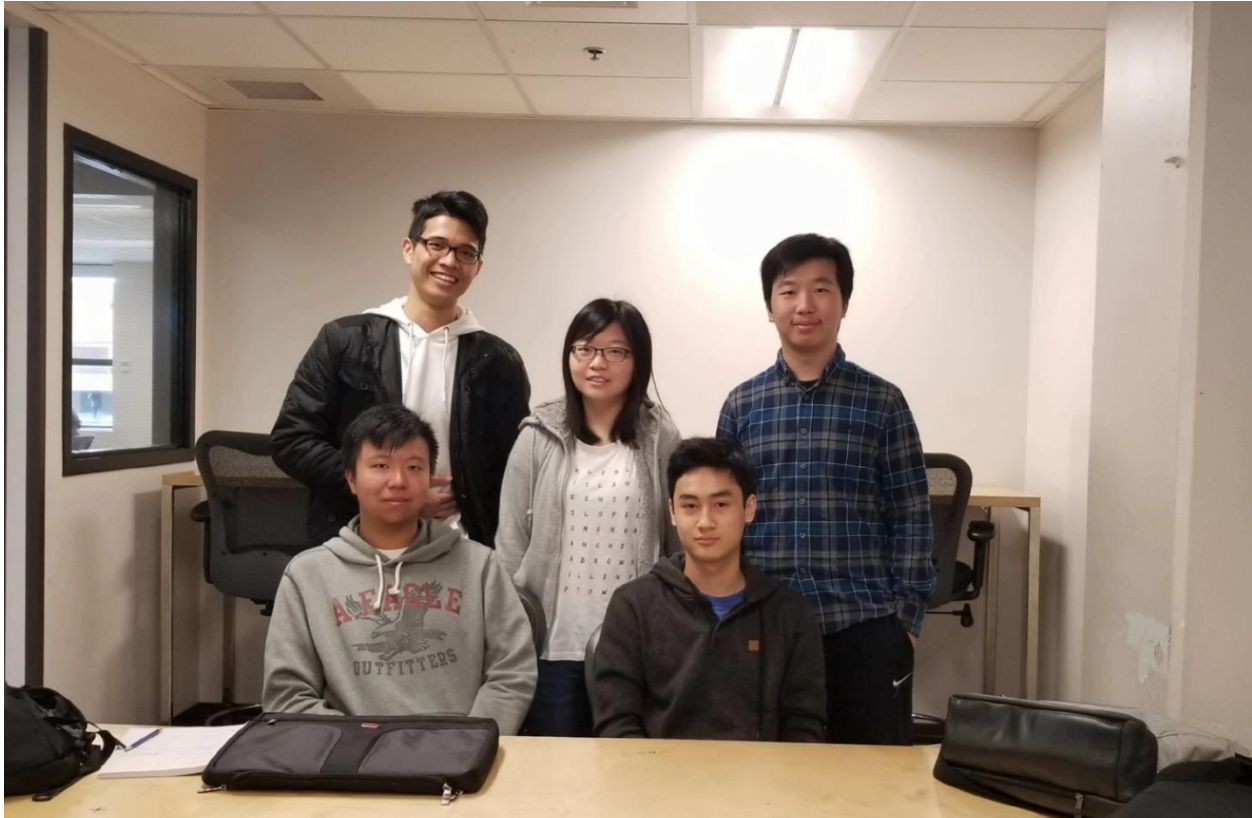


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Sherry Hoi Yan Ma, Son Nguyen
MACROHARD RAINFOREST INC.

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Meet the Team



The Macrohard Rainforest Inc. Software Development Team during a team meeting

Top from left to right: Anthony Leung, Sherry Hoi Yan Ma, Rundong Liu
Bottom from left to right: Andrew Yue-Keung Leung, Son Nguyen

We are Macrohard Rainforest Inc. Our one true vision is to deliver the best possible software solution we have to offer to our clients. How will we achieve this? We plan to do this by working around our team's strengths, and by strengths, we mean experience. First of all, every single one of our team members have experience working in agile software development. We also have team members experienced in test driven development, front-end web development, back-end database development, and quality assurance. For more information about each individual team member, feel free to read their biographies!



Get to Know Us



Andrew Yue-Keung Leung (born April 18, 1998) is a Canadian born (Chinese-Malaysian background) student currently in his third year of studies at the University of Toronto Scarborough campus specializing in the Computer Science Software Engineering Stream. His hobbies include playing sports such as basketball and hockey, playing video games on the PC and Nintendo consoles, playing card games such as Magic: The Gathering, watching anime, and playing the piano.

He has been fascinated with computers ever since he was 6 years old, primarily due to gaming. It wasn't until his first year of high school that he decided to learn to program on his own by starting with languages such as Turing and JUDO. He was then able to take computer science courses in his last two years of high school where he programmed with Java.

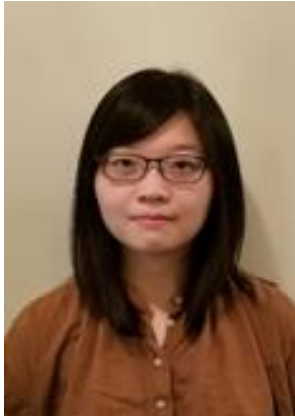
Upon enrolling into university with a \$1000 entrance scholarship, Andrew expanded his knowledge in the computer science field through the projects he had worked on as well as the many things he learned during a co-op work term at the Ministry of Education as an Application Programmer and the several software, algorithm, and data courses he had taken. The languages and tools he worked with during this time includes Python, Java, C, Bourne shell, HTML, CSS, SQL, HP Quality Center, Oracle Database, and MySQL.

Anthony Leung was born on November 29th, 1996 in Toronto, Ontario. He is in his fourth year of studies at the University of Toronto Scarborough. He is pursuing a double major in Computer Science and Astrophysics. He shares a passion for sports and physical activity and is heavily involved on campus to promote the benefits of staying active. In his spare time, besides playing sports, he enjoys watching anime, playing League of Legends, and playing the piano.



Anthony has previously spent a year at CaseWare International as a Test Developer for his coop work term. He has a profound knowledge of Java from his placement and has significant experience with Python from his studies in physics. He has found a knack for automation through Selenium, Jenkins, and scripting with JavaScript to automate tedious tasks.

He loves to explore new places and set new goals for himself. One that he recently achieved was his study abroad trip to South Korea in the summer of 2018.



Sherry Hoi Yan Ma is from Hong Kong and currently staying in Canada for her undergraduate studies. She is a third-year student studying in the Computer Science program's Software Engineering Stream at the University of Toronto Scarborough campus. Her hobbies include playing sports – especially badminton and table tennis, watching anime, playing games on Nintendo consoles and listening to music.

She has been getting more interested into computers and technical things since she was 11 years old because she got a chance to build a mini robot that can follow simple commands.

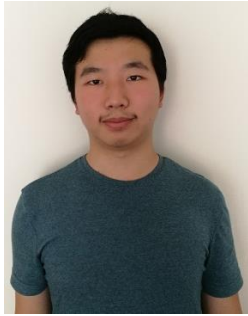
Sherry knows how to program in Java, C, Python and JavaScript. She also has experience in using Go and C++ to code. She is familiar with some computer skills and IDEs such as Git, MySQL, Android Studio, Vim, Adobe Photoshop, and Adobe Illustrator. Sherry worked at Creativeworks as a Blockchain Developer intern for 4 months last summer. She focused on project development including how data will be stored on the blockchain, adding features, and maintaining the security of the servers.

She loves to learn, acquire new knowledge, and is willing to discuss problems with others. She aims high and would like to do her best on everything in order to get the best result.

Sean Hung Nguyen was born on December 10, 1998 in Rach Gia, Vietnam. Raised in Rach Gia and Ontario, he is a third-year student at the University of Toronto Scarborough, where he is currently studying to specialize in the software engineering stream. Some of his favourite things to do include playing video games, listening to music, watching any show he can find and playing badminton.



Sean has previously interned as a web developer for Scarborough Centenary Hospital. He was given the tasks of redesigning and updating the website's layout as well as some of its functionalities. He is able to program in Java, Python, C, Javascript, MySQL, HTML5, CSS3 and PHP. He also has experience in working with software tools such as API, GIT and SVN. Sean enjoys learning new things, and is always up for a challenge.



Rundong Liu is a second-year student in Computer Science program at UTSC. He started learning computer science last year and has learned a lot about some basic concepts in software design and programming. He is knowledgeable in Java, Python and some C#. He is familiar with shell and terminal and has working team experience last term using Subversion as a version control tool and following agile software development methodologies.

His goal is to produce good software which is functional and simple to use. He tries his best to collaborate with his team members and fulfill the needs of the customer. Please do not hesitate to ask any computer related questions and any comments are welcomed. He is glad to have this opportunity to work with you and learn some new things about programming and teamwork!



The Macrohard Rainforest Inc. Software Development Team sharing a meal together

Our Rules

Communication

- Messenger
 - the team's main method of communication, check often and respond within 3 hours
- Discord
 - for sharing files immediately and voice communication, check and respond within 24 hours

Meetings

- All meetings occur on a weekly basis
 - Meeting with TA
 - Mandatory
 - Friday 4:00 – 4:30 at IC400A
 - In-person meeting
 - Discuss project deliverables, user stories, tasks, and other important topics of significance for the upcoming sprint
 - Mandatory
 - Monday 10:00 – 11:00 at BV473
 - Post-TA Meeting
 - “Stand-up” meeting – discuss progress so far in the current sprint, what will be done on the weekend to wrap-up the sprint, etc.
 - Friday 4:30 – 5:00
- Prepare an agenda with topics to discuss at each meeting
- At least one person should take meeting minutes at each meeting

Programming

- We will be using Java to code our software solutions
- We will be using Git version control
 - Always pull before working on code
 - Only push useful and required files to the repository
 - Team members may commit tags of automatically generated files into the .gitignore file in the repository
 - Only push working code to the master branch

- Branch when experimenting with new features
- Merge branch only when the feature is complete and working
- Commit messages should contain files and/or functions that were added/modified/removed as well as reason

Work and Collaboration

- Features will be represented through user stories with assigned story points
 - The user stories will be broken down into tasks which each have a fraction of the story points assigned to them
 - Tasks will be assigned to team members based on a variety of factors including technical skills, time availability, etc.
 - Keep track of the tasks each team member is working on through a Kanban board
- Whenever a task is completed, another member on the team will review and test that it is working correctly
- All work should be committed to the repository by the task owner 24 hours prior to the deadline to leave time for verification
- In the case of a conflict on Git, the team members in which the conflict concerns must communicate together to resolve the conflict.
 - If the conflict is too complicated, too large in scale, involves clashing design choices and ideas, or any combination of the above, all team members should participate until a consensus is met

Contingency

- All team members will have tasks assigned to them for the week, if a team member drops the course or will be unable to work for a significant amount of time, we will have to reassign their tasks to another member on the team
 - Depending on the priorities of the tasks, some or all will have to be completed by this team member on the current week, and some or all will have to be pushed to next week
 - Either way, we will be behind on the current sprint and will have to make it up with extra hours on the next sprint
- In the case that a team member does not show up to a meeting, a good reason should be provided 24 hours prior to the meeting time
- If a team member decides to use code that is not theirs (ie: from a website) for reference, they should consult the rest of the team for their opinions on whether it qualifies as academic dishonesty

- If the team is unable to come to an agreement, the team should then go to ask the TA and/or professor for advice
- If the above is not possible due to time constraints and the team needs working code soon, site the portion of code that was taken online, let the other team members know so that they are aware, and then consult the TA and/or professor as soon as possible

The signatures below indicate that the members of Macrohard Rainforest Inc. (Team 7) have read, understood, and agreed with all expectations stated above.

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Sean

Shan



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