CI 103 - Team Charter

Complete the information below for your project. This will inform the instructor about how teams are organized and/or changed. Note that team membership changes are subject to final approval by the instructor.

Team

Lab section: ___69____

Team Number __94__ (Use the same team number from CI102)

Team Members and Roles

List the full name and user ID of every member of your team. Assign initial roles that team members will play. Team members without specific roles should be assigned as "Developer".

Name	User ID	Role
Evan Rusnak	edr48	Product Owner
Yashodha Ravichandran	yr82	UI Designer
Erin Santos	ems444	Scrum Master
Mridini Rudraraju	mr3423	Database Administrator

Project mission or Anchor statement: To create a high-quality product that keeps the users attentive and engaged during even the most boring classes.

Success is … When we work on this project, we also want to learn and retain valuable skills that we can properly apply in the future. In terms of our project, we will consider it successful when we can create working games that pop-up within our given time limit.

Done is … Is meeting the specified requirements and creating a working product. We want to have a detailed plan to follow to make sure the finished product is complete and high quality. Thus, meeting these requirements is what we want to qualify as being done.

We work best together when … everyone does their job and the team communicates and collaborates effectively. It is important to make sure individuals are held accountable, while at the same time making sure the team checks each other's work. We want to have a friendly yet constructive environment.

Team Calendar

* Weekly meetings at 5:00 on Mondays

	Mon	Tues	Wed	Thur	Fri	Sat	Sun
Evan	Free 5:00 On	Lecture: 2:00 to 2:50 Free 5:00 On	Free 7:00 On	Free 2:00 to 8:00	Lab: 1:00 to 2:50 Free 5:00 On	Free	Working: 1:00 to 3:00
Yash	Free: 4:00 Onward	Lecture: 10:00am Free: 12:00-4:00	Free:6:30 pm Onward	Free:1:00-3:00pm	Lab: 1:00pm Free: 3pm - end of day	Free	Free
Erin	Free 2:00-6:00 & 8:00 onward	Lecture: 10-10:50 am Free: 11:00 - 3:30 & 5:00 On	Free 12:00 - 6:00 & 8:00 onward	Free (Physics lab every other week)	Lab: 1pm Free: 5:00 On	Free	Free
Mri	Free: 12pm - end of day	Lecture: 2-2:50pm Free: 5pm - end of day	Free: 4pm - end of the day	Free: 5pm - end of day	Lab: 1pm Free: 3pm - end of day	Free	Free

Identify the open issues and/or technology gaps related to your project: (100-300 words)

There are several technological and developmental gaps in our upcoming development cycle of this project. To start, there is limited database experience within the team. Despite this, our Shepherd has informed us of his knowledge on this very subject. We had talked about making unlockables and additional personalization settings for the user before the final release of the project, but this may not be possible with the development time restriction. Instead, we want to focus on making high quality games, and worry about the unlockable programming if it comes to it. After our prototype there should not be any issues with releasing this extension for the final product. The only other worry within the team is the actual programming of the games. Our Shepherd has once again informed us that we should do some research into existing game code to which we can modify to make our own for this project.