

FAMU/FSU College of Engineering

Department of Electrical and Computer Engineering

Code of Conduct

Team #305

Mouthpiece Social media Application

Names: Ian Tyrell, Christan Robinson, Peyton Smith, Julien Denis

Date: 09/16/2022

Mission Statement

Team 305 is committed to ensuring a positive work environment that supports professionalism, integrity, respect, and trust while also ensuring that weekly tasks are met accordingly in order to get a working prototype by the end of semester(s). Every member of the team will play a part in committing all effort possible to the creation of said prototype that best represents what we are all working hard to create.

Roles

Each team member is delegated a specific role based on their experience and skill sets and is responsible for all here-within:

Project Leader and Quality Assurance Representative –

Manages the team as a whole; develops a plan and timeline for the project, delegates tasks among group members according to their skill sets; finalizes all documents and provides input on other positions where needed. The team leader is responsible for promoting synergy and increased teamwork. If a problem arises, the team leader will act in the best interest of the project.

He keeps the communication flowing, both between team members and advisor.

The team leader takes the lead in organizing, planning, and setting up meetings.

In addition, he is responsible for keeping a record of all correspondence between the group and 'minutes' for the meetings. Finally he gives or facilitates presentations by individual team members and is responsible for overall project plans and progress

Team members:

Back-end

As part of the architecture of building applications, it is important to separate roles based on front and back-end. For members operating in the back-end role, these members will work behind the scenes in providing a framework and infrastructure that will layout the code so that it can be displayed and used by the front-end users to output the application for the end-user to see. Some duties include but aren't limited to connecting to a database, managing the models of the code, and managing any business logic that the front-end users might need to use.

Front-end

For members operating in the front-end role, these members will work tangentially as a middle-ground with back-end users and the UI/UX designer to use the framework and infrastructure that they've built and create code that the end-users will see when loading the application in regards to functionality. Some duties include but aren't limited to establishing front-end code that the UI/UX designer can output for the end-user to view.

UI/UX designer

This member will be working at the top of the stack, working with the front-end developers to use their functionality that they've used on the front-end to then output to the screen. Some duties include but aren't limited to managing how the app will look to the end-user through UI/UX elements (buttons/list/drop-down menus), app layout, etc.. While doing this, it is important for this designer to not only make a functional-looking app, but a good-looking modern-like application for the end-user to enjoy.

Writer

This member will be responsible for writing down meeting notes every week when the team meets to track progress over the year.

All Team Members:

- Work on certain tasks of the project
- Buys into the project goals and success
- Delivers on commitments
- Adopt team spirit
- Listen and contribute constructively (feedback)
- Be effective in trying to get message across
- Be open minded to others ideas
- Respect others roles and ideas

Communication

The main form of communication for the team will be over a Discord server. The benefits of this server will be to provide a group space for all the team members to speak to each other. It can also be used to announce meetings and/or any other important information that might arise, resources that can be used for the team members to get work done, a built-in video/calling chat system to communicate via voice/video and all-in-all provide a great, easy-to-use chatting system that works well with communicating to others. As a second form of communication we will be using SMS i.e. text messaging. This is another great way to easily get messages across if using the server doesn't work out.

Each group member must have Discord downloaded for the purposes of communication in general. It is important for all team members to check this server daily to check for important information and updates from the group.

If a meeting must be canceled, an announcement on the server must be sent to the group at least 24 hours in advance.

Any team member that cannot attend a meeting must give advance notice of 24 hours informing the group of his absence. Reason for absence will be appreciated but

not required if personal. Repeated absences in violation with this agreement will not be tolerated.

Team Dynamics

The students will work as a team while allowing one another to feel free to make any suggestions or constructive criticisms without fear of being ridiculed and/or embarrassed. If any member on this team finds a task to be too difficult it is expected that the member should ask for help from the other teammates. If any member of the team feels they are not being respected or taken seriously, that member must bring it to the attention of the team in order for the issue to be resolved. We shall NOT let emotions dictate our actions. Everything done is for the benefit of the project and together everyone achieves more.

Ethics

Team members are required to be familiar with the NSPE Engineering Code of ethics as they are responsible for their obligations to the public, the client, the employer, and the profession. There will be stringent following of the NSPE Engineering Code of Ethics.

Dress Code

Team meetings will be held in casual attire, nothing specific. Advisor meetings and group presentations will also be casual attire with some-what of a professional/formal look, depending on the significance of the meeting/presentation as decided by the team per the event.

Attendance Policy

As discussed in the Communication section, it is important for all members of the team to meet during our weekly meetings, (On Fridays right after class lecture (~10:45am-11:45am)). Any team member that cannot attend a meeting must give advance notice of 24 hours informing the group of his absence. Reason for absence will be appreciated but not required if personal. Repeated absences in violation with this agreement will not be tolerated.

Weekly Tasks

Team members will participate in all meetings with the advisor and instructor. During said times ideas, project progress, budget, conflicts, timelines and due dates will be discussed. In addition, tasks will be delegated to team members during these meetings. Repeat absences will not be tolerated.

Project Scope

- Description
 - Mouthpiece is a social media motivated application whose sole purpose is to seamlessly share posts, pictures, and videos in a community of athletes. This community will connect athletes, sport fans, teams, and team members. The services provided:
 - User Profiles
 - Specialize profile editing
 - Profile Pictures
 - Tiers
 - Stats (Unofficial and Official)
 - Social Sharing
 - Post pictures, videos, strings
 - Commenting
 - Messaging
 - Sharing
 - Liking, reactions
 - Ratings
 - Geolocation
 - Court/Field Locator
 - Show hot courts in the area
 - Nearest Courts
 - Tournaments/Games Locator
 - Custom Map Markers
 - MP MAP
 - Competitive Factor
 - Athlete tier
 - S through D.
 - Tier Panels
 - Rankings
 - Winning/followers/Likes decides rankings
 - Beating higher ranks boosts rank
 - Tournament incentive

- o Incentivizes playing comp
- Teams/Groups
 - Team feature where users can create a team.
 - o Can be a street team, rec team, content creator team, school team, or just a group.
 - Groups can have tiers and a page.
 - Tier Panel
 - Team can do the same social sharing.
 - Register for tournaments
- Goal
 - o 1- Year Goals
 - Deploy a working prototype on the App store.
 - Share the application with highschool, recreational, college, and intramural teams in the area.
 - Use the data gathered from users to improve the app, fix bugs, and scale service performances.
 - o Fall Semester Goals
 - Initiate Swift course and lesson plans for software engineers.
 - Survey athletes in the area in order to scale out matrices of importance for application features.
 - Create deadlines, micro deadlines, and immediate deadlines for paperwork, class forms, NDA agreements, and lesson plans.
 - Design a UX/UI wireframe that shall highlight the front end of the mobile application.
 - Have a concrete plan for the functionality of the application, filling all holes.
 - Start development with the code homed on a private git server.
 - o Spring Semester Goals
 - Create weekly, biweekly development deadlines that align with the progress of the application.

- Stress test good, functionality test good, and minor bug reports.
- Patreon and sponsor funding.
- Working prototype whose features are working efficiently.
- Primary and Secondary market

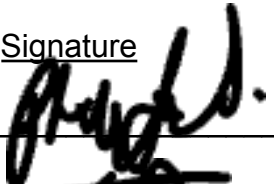



The customers for mouthpiece include:

1. Athletes
 - a. Under looked athletes
 - b. Athletes in underrepresented communities
 - c. Athletes who want to join teams in local areas.
2. Coaches
 - a. Coaches who want to create/coach teams.
3. Recruiters
 - a. Who wants to find talent across the world or via locally.
 - b. Wants to recruit talent from underrepresented communities.
 - c. May not be able to travel and see all players.
4. Casual Viewers
 - a. People who enjoy watching sports but not necessarily play it.
 - b. Someone who used to play sports all their life and genuinely enjoys watching it.
 - c. Does not want to go on YouTube every time to look up talent/highlights.
 - d. Wants to keep up with local talent that's going to be big in the future.
5. Trainers
 - a. Who wants to promote their teaching skills to athletes or teams.
 - b. Wants to connect with various of athletes and teams
6. Tournament Organizers
 - a. Tournament hosts that want to promote their tournament on the application to teams in the area or outside of the area
7. Teams
 - a. Promote their team
 - b. Be apart of the competitive factor that would improve their rankings.

- Assumptions
 - Users have an iOS device (starting out)
 - Users can operate a smart device to run the application on.
 - Users can manage to download applications from the app store on said iOS device
 - Users have a form of identification (email/phone number with password) to sign in to their respective accounts on the application
- Stakeholders
 - No current stakeholders, however Patreon/stakeholder may be of conversation in the future.

Statement of Understanding

By signing this document the members of Team 305 agree to all of the above and will abide by the code of conduct set forth by the group.

<u>Name</u>	<u>Signature</u>	<u>Date</u>
Reylon Smith		9/16/22
Julien Denis		9/16/22
Christan Robinson		9/16/22
Ion Tyrell		9/16/22
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