

## **CSE432- SOFTWARE ENGINEERING AND DESIGN PATTERNS**

### **Members:**

- 1. Shahrab Khan Sami**
- 2. Jakir Hasan**
- 3. Ahmadul Hasan**
- 4. Bipul Karmokar**
- 5. ???**

### **Team Name: \*\*\***

#### **1. Project Manager: \*\*\***

##### **○ Responsibilities:**

- Coordinate the distribution of tasks and assignments.
- Serve as the point of contact for communication within the team and with the instructor.
- Ensure project timelines are met and progress is on track.

#### **2. Scribe: \*\*\***

##### **○ Responsibilities:**

- Record meeting notes during team discussions and project meetings.
- Maintain documentation, including design documents, meeting minutes, and project plans.
- Organize and share documentation with the team.

#### **3. Architect / Technical Lead: \*\*\***

##### **○ Responsibilities:**

- Lead the design and architecture of the software.
- Define the technical direction of the project, including technology stack and system structure.
- Provide guidance and mentorship to the development team.

#### **4. Quality Assurance Lead: \*\*\***

- **Responsibilities:**

- Oversee the testing process, including test planning and execution.
- Ensure the software meets quality standards and is bug-free.
- Collaborate with the development team to resolve issues and verify fixes.

#### **5. Software Developer: \*\*\***

- **Responsibilities:**

- Participate in requirements gathering, analysis, and design discussions.
- Implement and code software features based on the design specifications.
- Collaborate with the QA lead to address and fix defects.