

CSC3003S Capstone Project — Stage One

Roles [9 Marks]

Project Abbreviation and Name	Word Game - WGame
Client/Supervisor + email	Maria Keet maria.keet@uct.ac.za
Tutor + email	Yash Ramsamy rmsyas003@myuct.ac.za
Date	07/08/2021
Team Members	Student Number, First and Last Name, email
	BRRDEO001, Deony Barrington, brrdeo001@myuct.ac.za
	MNLGYA001, Gyashka Manilall, mnlgya001@my
	SCTMAT003, Matthew Scott, sctmat003@myuct.ac.za
Team Leader [3]	<p style="text-align: center;">Deony Barrington</p> <p style="text-align: center;">Coordinate project duties. Identify and act if problems arise. Ensure that the project is where it should be according to the project schedule. Identify project risks and take suitable actions. Update project status to relevant stakeholders. Resolve any conflicts should they arise. Ensure that the team does not stray from goals. Prepare progress reports.. (fixed)</p>
Architect [3]	<p style="text-align: center;">Matthew Scott</p> <p style="text-align: center;">Take responsibility for overall design and integration. Consult with the client to clarify their requirements. Identify limitations and security issues in code. Ensure extensive error testing is performed. Ensure the development plan is realistic and feasible. (role rotates)</p>
Communicator [3]	<p style="text-align: center;">Gyashka Manilall</p> <p style="text-align: center;">Ensure documentation meets requirements, Record all meetings and action points. Keep notes from client meetings & project meetings. Help the Team Lead with scheduling. Record project concerns/ambiguities from Architect/Team Lead to discuss with client. Ensure diagrams capture scope and are updated according to project changes. (role rotates)</p>