**Class: \_\_OOP 4200 - 04\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Project: \_Final Project - Durak\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**This group project is due on (date) April 17th, 2020 and is worth: \_\_\_\_%.**

**Name and contact info of group members:**

|  |  |
| --- | --- |
| **Name** | **Contact Info** |
| Kush Gupta | 647 639 6682  kush.gupta@dcmail.ca |
| Brennan Kerr | 289-992-8803  brennan.kerr@dcmail.ca |
| Nathan Morris | 647-919-6865  Nathan.morris@dcmail.ca |
| Bhoomika Patel | bhoomikagovindbhai.patel@dcmail.ca  289-886-2985 |

**Our Group Topic Is:**

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| The Durak project that was provided. |

**Member Self-Reflection**

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| **Student Name** | **The Strengths / Skills / Interests I Bring To This Project Are:** |
| Brennan Kerr | Has developed games in C# in the past  Looks at making the code as effective as possible. |
| Bhoomika Patel | Have a basic understanding of C#  Very much interested in games related to Cards. So will get a great understanding of game. |
| Nathan Morris | Has a basic understanding of c# coding. Good at organizing tasks. |
| Kush Gupta | Understands the fundamentals of C#. |

**Group Brainstorming & Discussion**

**What concerns do we have about this group project AND what solutions can we offer to address the concerns?**

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| Concern | Solutions |
| 1. Don’t know how to play Durak 2. We have never worked together before 3. Not sure how to code the game | 1. Read the instructions and play some games 2. Understand each other’s strengths and communicate to determine what everyone should be assigned 3. Watch and understand the tutorials, do the try it outs and make comments, utilize each other’s strength |

**What resources / tools will we use to facilitate sharing, document, track and ultimately complete this project? Include an invitation link of some kind for the Professor that will provide access to your project tracker of choice (Trello, MS Project, Asana, etc).**

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| Github, Office 365, Discord |

**What ideas do we have to work within our group member’s strengths?**

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| Majority of us have a good basic understanding of C# as we should have. One group member has had experience creating games. We will bounce ideas from each other and incorporate different ways to code our project. |

**What is an important personal deficit does each person have that may affect the group? Identify it here, and commit to overcoming that deficit through this group work experience:**

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| **Student name** | **Deficit(s) to Overcome** |
| Brennan Kerr | Never made a card game  Code style can sometimes be difficult to understand |
| Nathan Morris | Learning how to utilize the classes, interfaces, methods and etc to create a fully functional card game |
| Kush Gupta | Never made a card game |
|  |  |

**What are the rules for dealing with a group member who hasn’t been communicating?**

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| The rule for dealing with a group member who hasn’t been communicating is to try to reach him/her via telephone or email listed above to check and see if they are okay. If team member still has not respond, then we will go to the teacher to see the status of the student. As long as our group member(s) respond, together we will handle any issues accordingly. |

**How frequently should group members communicate/check-in face to face?**

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| If our group members are responding to discord messages and communicating their absences during schedule meetings, once a week for face-to-face communication is ideal. |

**How will you ensure that everyone participates meaningfully?**

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| To ensure everyone participates meaningfully, we will create a project plan that will outline each other’s tasks and deadlines. If our group member(s) complete their tasks within the given deadline, their participation will be meaningful. |

**How will you make sure everyone’s contribution is valued?**

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| To ensure everyone’s contribution is recognized, we will be giving each other feedback, recognition and credit for what they deserve. |

**Assign the following roles. Each member will be held accountable to their assigned role(s):**

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| **Role** | **Assigned Student** |
| **Facilitator:** organizes and facilitates meetings. The facilitator sets the agenda and makes sure everyone’s voice is heard. | **Nathan, Bhoomika** |
| **Summarizer:** summarizes what was discussed in each meeting. The note taker also outlines the next steps for the project after each meeting, including who’s responsible for what. | **Brennan, Kush** |
| **Note Taker:** takes meeting notes. The note taker is responsible for posting the notes somewhere group members can access. | **Brennan, Nathan** |
| **Progress chaser:** follows up with group members to ensure that things move forward. The progress chaser is responsible for making sure everyone stays on track. | **Kush, Bhoomika** |
| **Timekeeper:** the time keeper is responsible for making sure everything happens according to the schedule. This includes reminding everyone how much time is left in meetings, as well as the project as a whole, and what’s left to be done. | **Nathan, Kush** |

**If by \_\_March\_\_\_\_(Date)\_\_\_\_\_3rd\_\_\_\_\_\_\_ we are not satisified with the dynamnic of the group, or the amount and quality of work that has been completed, we agree to attend Campus Conflict Resolution Services.**

**Enter your name and apply your digital signature or sign below as an acknowledgement that you are agreeing to the details entered into this charter including the timeframe for visiting the CCRS on campus.**

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| **Student Name (Print)** | **Signature** |
| Nathan Morris | Nathan Morris |
| Brennan Kerr | Brennan Kerr |
| Kush Gupta | Kush Gupta |
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