B Team Details [20 points, 4 pages maximum (excluding CVs)]:

B.1 Team Name and Logo

B.1.1 Team Name

Oasis Development

B.1.2 Team Logo



B.2 Group Members

[Mitchell Cook](http://moodle.socs.uoguelph.ca/user/view.php?id=367&course=37) [John Furlone,](http://moodle.socs.uoguelph.ca/user/view.php?id=80&course=37)  [Josiah Menezes](http://moodle.socs.uoguelph.ca/user/view.php?id=184&course=37),[Neil Okolowsky](http://moodle.socs.uoguelph.ca/user/view.php?id=1084&course=37), Horia “Ryder” Stancescu

B.3 Group Roles

B.3.1 Team Leader

The member responsible for communicating with D. Gillis and insuring our team maintains focus and is on track.

B.3.2 General Designer

These members will be responsible for the organization of function calls, control flow, and basic backend infrastructure.

B.3.3 General Programmer

These members will be responsible for coding the backend of the website. They will mostly be responsible for function handling and filling out empty functions with content based on an input/output requirement.

B.3.4 Interface Designer

These members will be responsible for the layout and design of the front end framework, along with everything the user will see. charts, navbar, buttons, along with interaction code between frontend mechanics and back end functions

D.3.5 Interface Programmer

These members will be responsible for ensuring the functioning website’s GUI corresponds with the product envisioned during drafting phases, along with minor details such as ensuring the website scales correctly on all mobile platforms.

B.3.6 Database Designer

These members will be responsible for creating a database control flow to minimize redundant queries, optimize table segregation and ensure a logical query flow.

B.3.8 Tester

These members will be responsible for ensuring the current product meets all the requirements as specified by the requirements and design documents.

B.3.9 Quality Assurance

These members will be responsible for ensuring all the functionality that is currently implemented into the product functions as is expected and is represented in a manner that is as intuitive as possible. They will also be responsible for proofreading any documents, and will check for things such as consistency, spelling and grammar, correct use of terms and language.

B.3.10 Presenter

This individual is responsible for being the main speaker/spokesperson of the group and is important for conveying all ideas, implementations, and designs that are in currently in development, being drafted, already implemented, and all the features that accompany them.

B.3.11 Group Distribution

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Mitchell Cook | John Furlone | Josiah Menezes | Neil Okolowsky | "Ryder" Stancescu |
| Team Leader |  |  |  |  |  |
| General Designer |  |  |  |  |  |
| General Programmer |  |  |  |  |  |
| Interface Designer |  |  |  |  |  |
| Interface Programmer |  |  |  |  |  |
| Database Designer |  |  |  |  |  |
| Tester |  |  |  |  |  |
| Quality Assurance |  |  |  |  |  |
| Presenter |  |  |  |  |  |

B.4 Evaluation scheme

This group’s members will evaluate each other based on four primary metrics. Each has been collectively weighted so that having done your part equates to a total of 100. It will be represented on the evaluations as a value out of 100 where each section is out of 25.

Less than 100 overall points indicates a member of the group that did less than was expected of them to complete the assignment. A perfect score of 100 indicates a performance that would be expected of dedicated students aiming to succeed in class.

B.4.1 Group Participation

Group Participation asks if a particular individual was present at group meetings, class lectures, and class labs to maximize information absorption. It also indicates whether or the individual participated in group conversations related to the project and if they were an active member of the group.

B.4.2 Cooperation

Cooperation indicates the individual’s willingness to cooperate with his or her team. If they were problematic, argumentative, refused to communicate, or were otherwise unwilling to work with the team to accomplish our goals a low mark here is likely.

B.4.3 Workload

Workload looks at the amount of work an individual took on. If they avoided work or took upon themselves the smallest of tasks their score would be low. Taking up an equal share of the work will be indicated by a high score in this area.

B.4.4 Quality of Work

This area asks what a member of this team’s work looks like. If the work is sloppy, incomplete, or simply not finished on time without good reason a low score in this area is unlikely. Work that meets expected group standards will be given a good score.

B.5 Decision Making Scheme

The group will function as a majority-rule democracy, that is, the most popular opinion is the correct one. Within the group there will be subgroups for each role (see B.4). These subgroups will debate things that are specific to that group. If the subgroup reaches deadlock any other members of the group will be able to step in to resolve it. As there are five members in the group and debates will be two sided, deadlock is impossible always resulting in, at worst, a three-two outcome. Deadlock is defined as twenty minutes of constant debate with no new information being brought forth and no clear end to the discussion in sight.