The Two Stooges Team Charter

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Team Setup

Team Members

Levi Graham: Developer, Technical Leader, and Scrum Coach
Riley Nichols: Developer, Technical Leader, and Technical Product Owner
Dr. Scott Sigman: Customer (Simulated), Employer

Team Values

Openness:

Everyone had the ability to create new innovative ideas and we strive to give all team members and developers a voice.

Quality:

We look forward to not only making quality projects that our customers enjoy, but projects that go beyond initial ideas and requirements.

Respect:

All members will respect the ideas and belief of the team and vow to uphold strong ethical practices in respect to the customer and fellow team members.

Drive:

It is in our best interest, as well as the interests of the customer to work diligently on the project and produce deliverables intact in a timely manner.

Team Communication

The team will communicate in person and primarily through a discord server for the team members, some team members may also text each other occasionally about the project, but those conversations will also be recorded in the team discord.

Team Standup

The team will have standups at the beginning of each team meeting and company meetings. Each standup will answer the following three questions: what you have done since the last meeting, what do you plan to do before the next meeting, and what are any blockers that will stop you from meeting your goals.

Team Rules

1. As a team, hours and workload should be shared. If a team member needs to put extra time past 11 hours in one week, then the must alert the team prior to working extra hours. None of the team members should carry out the project on their own.
2. All members must be present, and not distracted, at team meetings.
3. Meetings, at minimum, must occur once a week to discuss the project, progress, and direction.
4. Development in the project is shared, so updating our source control for the project (GitHub) will occur frequently and often.
5. None of the development is done in the master branch of the source control, we will instead have sprint branches that will be updated according to the scrum process.

Objectives

Project Objectives

As a team we have several objectives we want to hit for this project. Our primary objective is to research a haptic glove that reads user hand motor inputs and converts them into input for a computer. For the scope of our yearlong undergrad research project, we plan to connect the glove into a sandbox simulation created by a game engine.

Academic Objectives

The academic objectives for this project to set and reach. We want to be more experienced with the development process. We also want to have more experience with connecting hardware through software and how that process works. We want to be able to graduate with Software Engineering Degrees, so we want to finish this project to a level that will pass the Research & Development requirement for this degree.

Project Details

Project Description

This project will research and develop a new input device in the form of a haptic glove to read user hand movements to input into a computer to interpret the input from the glove and run a sandbox simulation built in a game engine to demonstrate the glove working.

Project Requirements

Our first requirement for this project is experience working with the hardware we are using. That will be an Arduino microcontroller and possibly a Raspberry Pi. We will also require experience with soldering since after we have a stable glove working, we plan to end the project with an independent glove that works without being wired into a computer.

Risks

One risk for this project is that supply chain restrictions could cause problems procuring the parts we need for the hardware components of this project. Another risk we have is neither developer for the project has touched game engines for development, so with our first experience with those frameworks being this project, there is some risk built into that.

Definition of Done

Our definition of done for this project is creating the glove hardware and being able to manipulate, without loss in connection, a sandbox simulation written using a game engine.

Stakeholders

The developers; Levi, and Riley, as well as Developer Ducs as a whole.

References

The resources we used for this document are the Team Charter Outline and the Scrum Values documents listed on the resources page for the CSCI 495 course: found at https://drury.instructure.com/courses/3678/pages/resources.