JetLAG

Team Management and Information

Version 1.0

Vision Statement

For students, workers, and corporations who need to organize their tasks, JetLAG is a cross platform productivity service that helps users manage tasks based on urgency and duration. Unlike other services which offer either note-taking or productivity, JetLAG combines both to visualize tasks and manage time.

Role Overview

Project Leader: Responsible for leading and directing the project, this includes leading project portion of meeting s, determining what deliverables have been completed and that needs to be done, communicating with the professor about technical issues that the team can't solve

Technical Leader: Responsible for publishing project deliverables

Data Administrator: Responsible for getting all of the project deliverables reading in their final form, and checking for consistency of the deliverables.

Project Administrator: Responsible for setting up meetings, running the meeting, taking notes of the meeting and publishing meeting minutes. Also responsible for settling project disagreements.

Team Bio:

Joe Rubalcava: Data Administrator
Contact Information:
        Phone Number: 913.231.6330
        Email: rjrubalcava@ku.edu
Available Times for the Team Meetings:
        Monday: 8 a.m. – 1:50 p.m.
        Tuesday: 8 a.m. – 10:50 p.m. & 12 a.m. – 2:15 p.m. & After 4 p.m.
        Wednesday: 8 a.m. – 9:50 a.m. & 12 p.m. – 1:50 p.m. & After 4 p.m.
        Thursday: 8 a.m. – 10:50 p.m. & 12 a.m. – 2:15 p.m. & After 4 p.m.
        Friday: 8 a.m. – 1:50 p.m. & 4 p.m. – 9 p.m.
        Saturday: All day, I can generally move plans around
        Sunday: All day, I can generally move plans around
Major: Computer Science and Finance
Year: Junior
Relevant Courses: Programming Courses in H.S., EECS: 169, 268 (Both in C++)
Programming Languages: C++, Java, HTML & CSS, JavaScript
Hobbies: Playing Piano, Watching TV Shows and Movies, Super Smash Bros. Ultimate, Building and Fixing
Things, Playing Video Games(SSBU, Minecraft, Subnautica, Elden Ring, etc.)

Luke Staudacher: Project Leader
Contact Information:
        Phone number: 970.556.6141
        Email: lukestaud182@ku.edu
Available Times:
        Weekdays after 4 pm and weekends
Bio: Junior CoE
Relevant course work: EECS 168, EECS 268, EECS 368, EECS 388
Programming languages:
        Proficient in: Java, Python, C++
        Experienced in: Java script, C, SQL, Verilog
Professionally, Luke has worked on a multitude of professional grade projects through his internship with Neaera
Consulting group, doing work for Transurban, VTTI, and WyDOT. When he gets free time, he enjoys the outdoors
(as a true Colorado native), hanging out with friends, and playing computer games.

Andrew Dority: Project Administrator
Contact Infromation:
        KU Email: adority121@ku.edu
        Personal Email: adority121@gmail.com
        Phone Number: 816.651.1219
Major: Computer Engineering, Junior
Age: 20
Relevant Courses: EECS 168, 268, 368, 388
Programming Languages:
        Proficient: C++, C#, Python
        Familiar: JavaScript, C, Lua
Frameworks: SFML (C++), Unity (C#), Pygame (Python), MonoGame (C#)
Github: https://github.com/Andorryu
Hobbies: video games, game development, board games, reading old 1940's superhero comics, eating alone at Noodles and Co.

Gavin Kirwan: Technical Leader
Contact Infromation:
        KU Email: g916k323@ku.edu
        Personal Email: gavin.kirwan@icloud.com
Phone Number: 913.544.9335
Major: Computer Science
Year: Sophomore
Age: 19
Relevant Courses: EECS 168, 268
Programming Languages:
Proficient: Java, Javascript, HTML, CSS, Python
Familiar: C++, C#
Hobbies: Gym, Video Games, Game Development

Meeting Minuets:

Log Entry 1:

Date: 08/09/2022
Time: 2:00pm-2:30pm
Objective: To decide roles, team name and other things needed for the first artifact (due Sunday, 9/11/2022, at 11:59pm).
Participants: Full team
Content:

- Decided Team Name: J$_{et}$Lag (name style subject to change)
- Decided team roles
- Talked about experience and technologies
  - Set up Azure DevOps
  - Mentioned ReactJS
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Please see our Readme with a link to our up do date meeting log repository