

CS 467 Section 400

Project: ML Breakout

Group: Aaron Bertell, John Hamrang, Vince Wyborski

Team Standards

Project goals	Create a playable version of breakout, and a machine learning AI that can play the game in Unity.
Communication	Asynchronous communication through Discord. Expected response time of <1 day. Synchronous communication will occur once every other week during a weekday evening.
Meeting logistics and preparation	Meet on time in discord. Take turns taking meeting minutes. If we are reporting on progress towards a task code should be committed on github.
Types of meetings	Design meetings will need to happen to figure out the different elements of the project. Standup meetings will happen as the synchronous communication every other week. Review meetings will happen as needed.
Project management tools	We will be using Jira for project Management.
Code repo	https://github.com/GitAarontell/MLBreakout.git
Work quality	Members will test smaller features on their own. Larger features may result in a review by the other group members.
Conflict management	The team will hold votes to determine what to do in case of conflict.
What will the team do if one of you can't work during a week due to some reason?	The team will pick up the slack on deliverables for that week. The team member is responsible for communicating the current status of assigned tasks in enough detail that others can work on it. That team member will work extra to make up for it in preceding, or upcoming weeks.
(Other) Design tool	Will be using figma as our tool for designing.