

HailToo

# Team Charter

Module 1

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Jameka Hicks  
Wesley Walker

## Team name & a team logo

HailToo



## Introduction & Scope

Introducing HailToo, the second iteration of the world renowned ride-sharing conglomerate created as a joint venture amongst JHU and some bright engineering students - HAIL! The HAIL team was established last year when we engineered and introduced the HAIL ride-sharing system to the world; now the team has reunited, we introduce a new member, and and made plans to expand our world domination to the software gaming industry.

## The Game

Together we intend to create a web-based, multi-player entertainment experience that will boggle the mind, hopefully. Our team consists of four members with diverse backgrounds, hailing from all over the country and hope to deliver a working, effective game that will impress its users.

The game, in its essence an homage to the board game Clue, introduces a hip new twist to the well-trodden classic via HAIL's expertise – ride sharing! HailToo incorporates a handful of ride-sharers (players), a set of vehicles and the opportunity to solve a tragic hit-and-run mystery. There are 9

interconnected boroughs<sup>1</sup>, 6 ride-sharing drivers<sup>2</sup>, and 9 vehicles<sup>3</sup> to consider when solving the mystery of **who struck Mr. Boddy**, in **what borough**, and with **which vehicle**!

#### *# Clue equivalents:*

1. Boroughs (or neighborhoods) are the Clue-equivalent of rooms.
2. Ride-sharing drivers (people/actors/characters) are the Clue-equivalent of suspects.
3. Vehicles are the weapon.

### Duration

The team will produce a finish product by the end of the semester.

### Members

#### Christina Torpey

I have a bachelor's degree in applied mathematics with a specialization in computing from the University of California, Los Angeles. I have been working as an applications developer for a year and a half, and primarily work with Java-based web applications. I have experience with Java, C++, PHP/MySQL, JavaScript and JS-based frameworks, and HTML/CSS. In my free time I enjoy camping, hiking, playing sports, and baking.

#### Wes Walker

A software developer hailing from central Kentucky, I've designed/developed software at an architecture software company, a mobile game startup, and a regional bank prior to joining the public sector. In my free time I enjoy playing drums and guitar, rock climbing, playing with my dogs and going to concerts/shows. I'm very enthusiastic to have the opportunity to create a software project for this class!

#### Chris Tarvin

I have a bachelor's degree in computer science and computer security from East Stroudsburg University of Pennsylvania. I have been a network engineer for almost two years now. Before becoming a network engineer, I was a manager at a bar and grill. I have done very little coding work since graduating college; however, I have experience in HTML, Java, C, C++ and C#. I enjoy building stuff and restoring old cars.

#### Jameka Hicks

I have a Bachelor's degree in Computer Engineering from Virginia Tech. While a large part of my undergrad focused on using low-level languages to program microprocessors and microcontrollers, I also have a great deal of experience with C++ and lesser with Java and JavaScript. I am not a developer by occupation, but I look forward to learning more about software engineering. In my free time, I enjoy oil painting, couponing and bargain hunting.

## Roles and Responsibilities (leads)

- Project Manager
  - Chris
- Architect
  - Wes
- Documentation
  - Jameka
- Coding
  - Christina

## Deliverables

- Architecture Documents
- Initial implementation
  - Programming Framework setup
  - Basic game viewpoint/menu rendered on screen
  - Basic input/output established
- Minimum Viable Product Release (Beta)
  - Game features include:
    - Single-player game flow
    - Basic graphical interfaces
- Product release
  - Multiplayer support
  - Concurrent multi-game support on server
  - Polished game mechanics

## Schedule

- September
  - Project planning initiated
  - Choose languages, platforms/frameworks, tools to integrate (web server, database engine, hosting solutions, etc).
- October
  - Basic implementation achieved
  - Game flow demonstrable
- November
  - Beta release
- December
  - Public release

## Budget

Total budget of \$1M.

- \$300,000 – engineering

- \$250,000 – marketing
- \$100,000 – office space
- \$50,000 – pizza
- \$295,850 – company car (2016 Rolls-Royce Ghost)
- \$4,150 – overhead/miscellaneous expenses