

“UNDECIDED” TEAM CHARTER



“I GOT IT TO WORK! JUST DON’T ASK ME TO EXPLAIN IT...”

Team Purpose

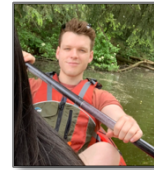
This team has come together to deliver, over the course of one semester, a modified Clue game as a means of practicing sound software engineering principles and processes.

Scope

The scope of this project is limited only to the steps in the Software Life Cycle to produce the modified Clue game and member interactions to the same purpose.

Team Members

Trey Hoffman currently work as an Engineer for Booz Allen Hamilton's SIG Cyber and Engineering team. He recently graduated from the University of Pittsburg with a BS in Industrial Engineering and a minor in CS and has a background in math, statistics, and process improvement. In his free time, he enjoys gaming online.



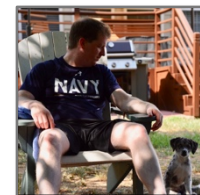
Joel Huddleston currently works for Northrop Grumman as a Communication Systems Engineer. His primary tasks involve systems integration and maintenance and writing a great deal of software. Most of his work is in script-based languages such as Perl, PHP or one of the UNIX shells. An interesting fact about Joel is that he could sing before he could talk.

Andrew Johnson is a freelance executive communications consultant working in Suwon, South Korea. He provides document preparation, education, and translation services to senior executives in Samsung Electronics and other Korean conglomerates. He has a background as a military intelligence officer in Korea and he enjoys studying language and grammar.



Kira Ullman is a U.S. Department of State employee living and working in Bangkok, Thailand. Her background is math and software development including Python and C#, but her passion is cryptography. She enjoys travelling and has been to several countries in Southeast Asia.

Sean works for the U.S. Department of the Navy in Dahlgren, VA as a Computer Scientist. He has a B.S. in Technology Management from Penn State and a B.S. in Computer Science from University of Mary Washington and currently enrolled with the Naval War College. He enjoys watching the various Philadelphia sports, playing soccer, and working in his woodworking shop.



Member Roles

Project Manager – Sean Walsh

Lead Architect – Joel Huddleston

Lead Programmer – Andrew Johnson

Lead Tester – Kira Ullman

Lead Software Quality Assurance Engineer – Trey Hoffman

Lead Configuration Management Engineer – Sean Walsh

Deliverables Editor – Andrew Johnson

Desired End Result

The desired result of this team will be 1) increased knowledge of, comfort with, and competence in sound software engineering principles and processes, 2) the successful completion of the Johns Hopkins University course; Foundations of Software Engineering – EN 605.601.83, and 3) successful production of a simplified playable version of the classic board game “Clue”.

Reporting Plan

The PM will ensure that members report task progress and that assignments are submitted according to the project timeline given in course instructions. Updates will be tracked through direct coordination and through weekly scheduled meetings.

Decision-Making

Team decisions about project direction will be made by a majority vote by those in quorum.

Quorum can be held in the following ways:

- 1) Regularly Scheduled weekly meeting with at least two members in attendance if one is the PM OR with three members in attendance
- 2) Discussion post with at least three members supporting the decision only if the decision cannot wait until the next regularly scheduled meeting

Conflict Resolution

Conflicts should normally be resolved at the lowest level possible and only escalated if a resolution cannot be achieved. The order of escalation is first the parties involved, then the PM, then the group as a whole, then the instructor. If a party to the conflict is not comfortable with one of the resolution steps because of the nature of the conflict, not merely due to convenience, the parties should escalate to the next level.

Deliverables

Project Plan

Vision Document

Software Requirements Specification

Skeletal System demo

Software Design Document

Minimal System demo

Target System demo

Finished Software Project – Clue-Less