Team Charter

# 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.

# Team Members

## Trey Hoffman

## Joel Huddleston

## Andrew Johnson is a freelance executive communications consultant working in Suwon, South Korea. He has a background as a military intelligence officer in Korea and he enjoys studying languages.

## Kira Ullman is a U.S. Department of State employee living and working in Bangkok, Thailand. Her background is math/CS, and her passion is cryptography.

## Sean Walsh works for the U.S. Department of the Navy in Dahlgren, VA as a Computer Scientist. He has a background in computer science and technology management and 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 –

## Lead Configuration Management Engineer – Sean Walsh (?)

# 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.

# 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”.

# 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