**I Got It To Work,**

**Just Don’t Ask Me To Explain It…**

Team Charter

# Team Purpose

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

# Team Members

## Trey Hoffman

## Joel Huddleston

## Andrew Johnson

## Kira Ullman

Kira 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

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.

# Team Jobs

## Project Manager – Sean Walsh (?)

## Lead Architect –

## Lead Programmer – Sean Walsh (?)

## Lead Tester – Kira Ullman (?)

## Lead Software Quality Assurance Engineer –

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

# Decision-Making

All team decisions will be mad unanimously by those present, which will include a minimum of two people.

# Conflict Resolution

This team will have a weekly meeting at which members can air any grievances and raise any conflicts. Should a member feel uncomfortable speaking to the group, they may approach another member or course instructors.

# Desired End Result

The desired result of this team will be the successful completion of the Johns Hopkins University course; Foundations of Software Engineering – EN 605.601.83.

Additionally, this team will produce and 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