**Charter – Team Automaton**

# Introduction

Team Automaton consists of three members (Shambhavi Shankrit, Henoke Shiferaw and Ethan Wilansky) whose task is to build an AI player for the Clue-Less application. The Clue-Less application is a simplified version of the game Clue by Hasbro. Application features are outlined in documentation provided with JHU course EN.605.401.71.FA14 – Foundations of Software Engineering.

This document will serve as our guide to describe our team to others and help us establish guidelines for effective communication. In addition, this charter describes the scope of our contribution to the overall project and what processes we will use to effectively deliver our solution and associated artifacts.

# Mission & Motto

Using principles of Software Engineering, create a computer player for the game of Clue-Less and continually test the computer player application as the server and client-side application teams build-out the Clue-Less application.

Our motto is, "We have a clue".

# Logo

One of Team Automaton's members, Ethan Wilansky, worked with his daughter Emma (currently in middle school) to create this logo. She is in a performing and visual arts magnet program, wanted to help with our logo and is a Photoshop enthusiast.



# Objectives

The primary objective for Team Automaton is to use Software Engineering practices in facilitating the creation of a computer player for the Clue-Less application.

In addition, Team Automaton will stay in close contact with the other teams responsible for building the Clue-Less application to ensure their work meet our requirements.

# Composition

Team Automaton is: Shambhavi Shankrit, Henoke Shiferaw and Ethan Wilansky. These three graduate students have varying educational and professional experiences to draw upon for delivering the required project artifacts. The following are biographies for Team Automaton:

|  |  |
| --- | --- |
| Me.png  Shambhavi Shankrit | Shambhavi Shankrit is pursuing Masters in Bioinformatics at Johns Hopkins University. She is also working part-time at the Sidney Kimmel Comprehensive Cancer Center for a Computational Genomics laboratory. During her undergraduate studies, she was introduced to programming in C, C++ and JAVA. Apart from this, she is comfortable working with R and Python to some extent. |
| Avy.jpg  Henoke Shiferaw | Henoke Shiferaw is a full time Graduate student at Johns Hopkins University getting his masters in Bioinformatics. During his short time at Johns Hopkins he was able to program small games in Java. Prior, he was working as a Research Technician in the drug discovery lab at the Lombardi Cancer Center at Georgetown University. Other languages he has programmed in include C++ and Visual Basic. |
| D:\Users\ethanw\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.Word\Wilansky_web_fb.jpg  Ethan Wilansky | Ethan Wilansky is a senior director at FTI Technology in the R&D group and is pursuing a second master’s degree, this one in Computer Science from the Johns Hopkins Whiting School of Engineering. He codes and leads a development team focused on building eDiscovery solutions for the legal vertical. Previously, he was a principal architect at EDS/HP and ran his own consulting business where he wrote dozens of published technical articles for a number of publications including the Microsoft Developer Network, LAN Technology and Byte Magazine. He also wrote books for MSPress. |

# Member Roles

Team members must serve multiple lead roles to support software engineering activities. This distribution and assignment of lead roles is subject to change as the project evolves. Our goal is to have lead roles defined clearly in the coming weeks.

* Shambhavi Shankrit: lead project manager and configuration manager
* Henoke: lead tester and SQA engineer
* Ethan: lead developer and architect. Ethan will also serve as cross-team liaison

# Project Scope

Project scope constrains the application to a set of achievable deliverables. A post about agile project management states the scope succinctly: “…the scope defines what software to build and deliver.”[[1]](#footnote-0)

At a high-level, the scope of the Automaton team’s project is to create one or more computer players (referred to as AI players in supporting documentation) who can play the game of Clue-Less with human players of the Clue-Less game. The following bullet-list outlines our current understanding of the features or PBIs (Product Backlog Items) that will be used to build our SBIs (Sprint Backlog Items).

* Multi-player
  + Support more than one AI player according to how many players are playing the game.
* Communicating the computer player’s actions amongst server and the client(s), which may include:
  + suggestions made
  + moving through a hallway, into a room or between rooms via secret passageway
  + when its a computer players turn and when the computer player is done with its turn
  + request and register cards received
  + suggestions made by other players
* Suggesting

Note: there is overlap with the previous communications bullet list. However, this will help to refine features that need to be supported:

* + Suggesting cards another player might have.
  + Suggesting cards held by the computer player in order to bluff the other players.
  + Track the activity of suggestions made by other players in the game.
* Accusing
  + Making an accusation once all other possible scenarios are eliminated.
  + The player must be able to check whether their accusation is correct or not.
    - If accusation is correct, the game ends
    - If accusation is incorrect, the player can no longer move but must continue to participate.
* Navigation
  + AI player must comply with the movement rules identified between the client and the server.

# Communications Plan

Communications for this project must be defined within our team, between teams and with the professor. Communications with the professor are clearly outlined in the course materials. Communications within and between teams must be established.

* Intra-team communication:

The team plans to meet at least once a week to discuss the details of the project. Other meetings may be scheduled depending on availability, either online through Sococo and Skype or in person at a predetermined location in College Park, Maryland.

In addition, the team is committed to being responsive to each other by email. Each team member will give other members of the team sufficient notice (at least 2 days) when there will be times of unavailability.

* Inter-team communication:

The Automaton Team will use email and class time given by the professor to communicate with other teams to discuss project specifics. Our plan is to demonstrate our progress every two weeks to other teams, assuming we having something substantive to show.

# Team Process

All members of the Automaton team will contribute to building and testing our software product, with each member leading various aspects of the software engineering process. Open communication with other teams will be essential to the success of this project.

## Software Tools

From a software perspective, we will use Git or GitHub as our source control system so that all members of the team can contribute to the software product. Team members may choose their preferred IDE for development. There is general agreement that team members will either use Eclipse or IntelliJ for their development work. We will develop the computer player using Java. For unit testing, we will us JUnit. We have not settled on or necessarily plan to perform automated functional testing for this project.

For online meetings, we will use Sococo for multi-screen sharing and Skype for group voice communication. Documentation will be written using Microsoft Word or any number of online tools that can save in this format.

## Project Deliverables

The following artifacts will be delivered or presented to meet the requirements of this project:

1. Team Charter - due 9/9/2014
2. Project Plan - due 9/16/2014
3. Interface Specification Document - due 9/30/2014
4. Requirement Specification Document - due 10/7/2014
5. Skeletal Increment - due 10/21/2014
6. Design Document - due 11/4/2014
7. Minimal Increment - due 11/11/2014
8. Project demo (Target Increment) - due 12/9/2014

# Conclusion

This team charter has been designed to provide team Automaton with the direction they need to successfully deliver software and associated documentation using software engineering fundamentals. Setting ground-rules for communication and defining a project scope and process should help us successfully complete this project.

1. Steven Thomas, "Agile Project Scope, It’s a Delivery Thing”, http://itsadeliverything.com/agile-project-scope (May 31, 2008). [↑](#footnote-ref-0)