Course Project

Project Team Info Sheet

Scrumbledore

Daniel Bereza – Main Contact / Submission

Mike Sheldon – Documentation

Colin Frink – Deliverable Review

Phil Hoffman – Requirements Check

9/8/16

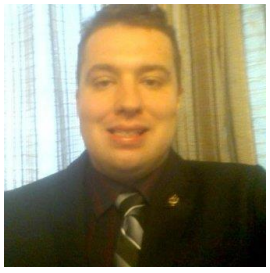
Scrumbledore

The strengths of the team are that we know how to synthesize our thoughts and act as one individual. When there is a requirement, we organize the workload accordingly and complete the task in the fastest time possible. We always know that we are there for one and other and if there is ever an issue that arises, we quickly get in touch with one and other through some means of communication.

Phil Hoffman grew up in Connecticut and attended Western Connecticut State and Sacred Heart University for a short time before joining the U.S. Coast Guard in 2006. He has served on Coast Guard Cutter Boutwell for one year and Airstation Detroit for four and a half years, accruing over 500 flight hours as a MH-65C flight mechanic and seeing a good chunk of the world. Attracted back to academia by Connecticut's Veteran's tuition waiver, Phil seeks to, one day, work in the exciting field of machine learning. Phil brings a variety of skills to the group, including some leadership experience, gained from his non-commissioned officer position, as well as a passion for challenges and problem solving.

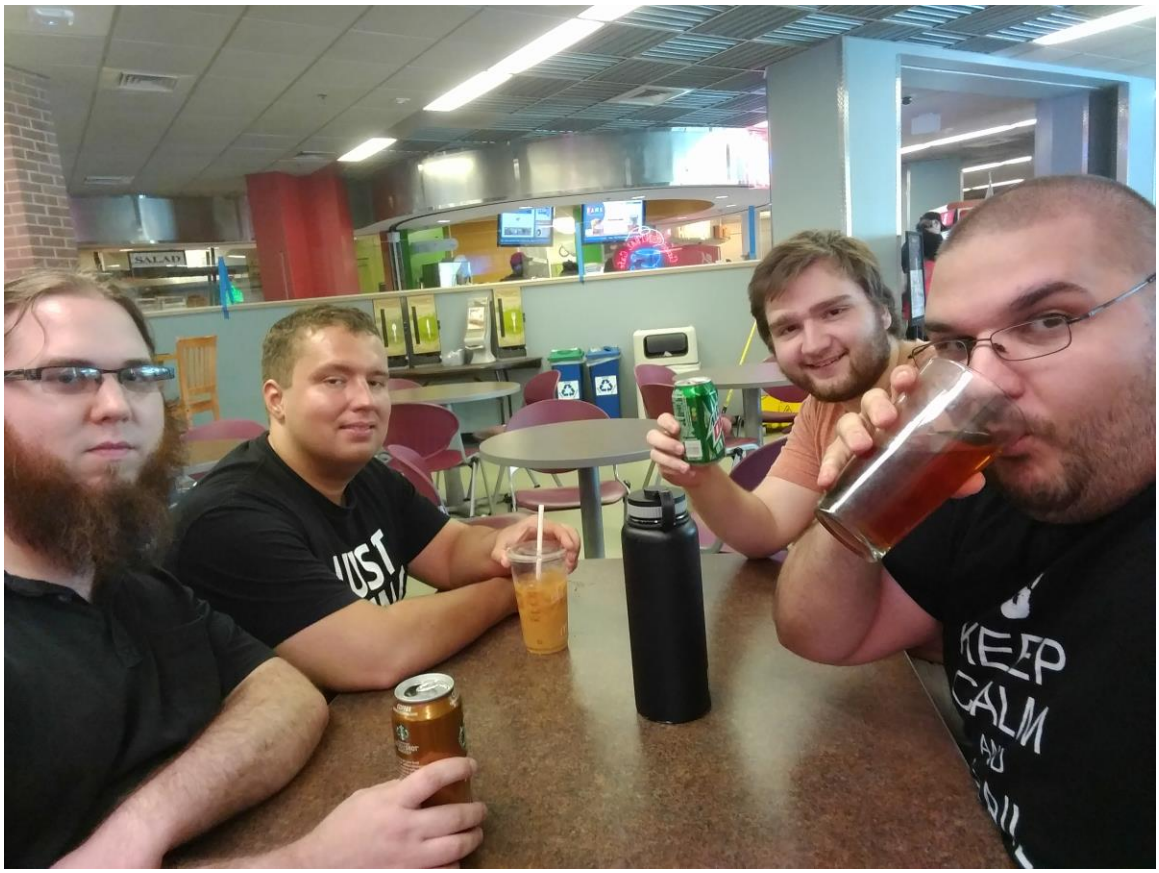
Michael Sheldon is a computer science major studying at Central Connecticut State University with an interest in game design. Prior to studying computer science, he majored in mechanical engineering at Northeastern University. In his spare time Michael enjoys strategy games, as well as dabbling in art and personal game development projects. Having held positions in disciplines and environments as varied as construction management and quality control, he hopes to use his unique skill set and experience to produce end-user friendly solutions for the varied needs of today's interconnected, multi-discipline world.

Colin Frink is a computer science major currently completing his fifth semester of the computer science honors program at Central Connecticut State University. He enjoys the problem solving nature of programming, and likes to challenge himself in this regard. He always strives to output the best work that he can, and has consistently made the dean's list during his enrollment at CCSU. Colin has demonstrated a comprehensive understanding of the subjects he has studied and is continuing to expanding his proficiency in the field of computer science in order to be an instrumental asset to any team he works with.



Daniel Bereza is a Connecitcut grown computer scientist with a strong passion for the art form. He studied Computer Inforamtion Systems at Tunxis Community College before transferring to CCSU. At CCSU, he majors in C.S. with a minor concentration in Mathematics; in his free time he does volunteer work and is already available for a helping hand. Daniel has a wealth of I.T. knowledge and experience and loves to work in a challenging and fast pace work environment where he can keep on the cutting edge of current and future technologies. Greateful for everything that he has done thus far, Daniel is always ready for a new challenge that will further his expertise.

Daniel Bereza will serve as the main contact for the professor.



Team Arrangement

Methods of commination: emails addresses to all team members, phone and text when real time communication is necessary.

Communication response times: email (within a day or two) phone (within a day or two) text (within the day)

Meeting attendance: We should meet on a weekly basis, once a week, once as a required layout and one optional if there are any questions about the current phase that can be better addressed in person than through email.

Running meetings: We should meet on a weekly basis, once or twice a week, depending on workload. We should have all meetings on campus in the student center café. We can have these as our face-to-face meetings and online, we can exchange Skype id's if a team member wants to meet virtually; face-to-face preferred because of the interpersonal aspect. Mike Sheldon can be the individual that takes into account the minutes and the notes for the team.

Meeting preparation: Preparation is needed, whatever deliverables needed for that phase should be brought to be talked about and reviewed with other team members.

Version control: Only submissions that have been thoroughly inspected by all group members that have all agreed upon satisfying the goal of the user story should be submitted. The content of the log messages should contain any changes that have been made in that iteration and what specifically was altered.

Division of work: The division of work shall be divided by difficulty and the size of the individual requirement. If the requirement is large, then more than one team member will be assigned to it, each member working on a piece. This strategy is repeating for each phase until all requirements are taken care of. Phil Hoffman will be the group contact that will decide who works on which requirement and which part of which requirement.

Submission: We should endeavor to have the assignment submitted at least a couple days ahead of time; Daniel Bereza could be the one to submit; and Colin Frink could review the assignment. Early submission goals provide a buffer against unforeseen bugs/consequences.

Contingency Planning: If a team member drops out, then we will have to relocate the work to other team members. If a team member misses meeting, then a reminder will be sent out, after two warnings and no response, then Dr. K will be notified. If a team member is academically dishonest, the professor will be notified immediately as per the zero tolerance policy.

Github accounts:

- Daniel Bereza: danielbereza50
- Colin Frink: ColinFrink
- Phil Hoffman: pchoffman
- Mike Sheldon: MBSheldon