**Team Roles:**

These are the team roles and the members who have elected to fill them:

**Scrum Master** – Nick Weidner

**Product Owner** – David Cross

**Customer Meeting Information:**

Since the beginning of the project, the team has met with the customer twice. The client’s name is Dr. Catharina Laporte. The first meeting was on Friday October 5th at 1015am at her office in ANTH 227. The purpose of this meeting was to establish a baseline of what the project is, as well as create a connection with the customer.

The second meeting was on Wednesday October 10th at 2pm at her office ANTH 227. The purpose of this meeting was to create user stories, lofi UI, and the video interview requirements for Iteration 0.

**Summary of Project:**

The main purpose of this project is to create an online game where a student can log in and run various scenarios in which they are required to make ethical decisions. The purpose of the game itself is to teach students about how their actions can have unforeseen consequences, to help them understand viewpoints beyond their own, and to expose them to a real-world situation where there isn’t always a simple solution.

The primary stakeholder in this project is the client herself, Dr.Laporte. However, our team’s goal is to lay the foundation for a malleable educational app where future instructors can input scenarios and use the framework for a variety of purposes. As future software development teams work on this project, the generality and features of the project will expand, thus creating more stakeholders as the project affects more educators. Dr.Laporte’s end goal is to create an application that can be used to draw up scenarios not just in Anthropology, but in other fields as well, such as Philosophy, Engineering, and History.

**Video:**

The video interview with the customer is uploaded here: (NEED LINK)

**Github Repo:**

The public Github Repo is located here: https://github.com/denish44/Ethic-Game