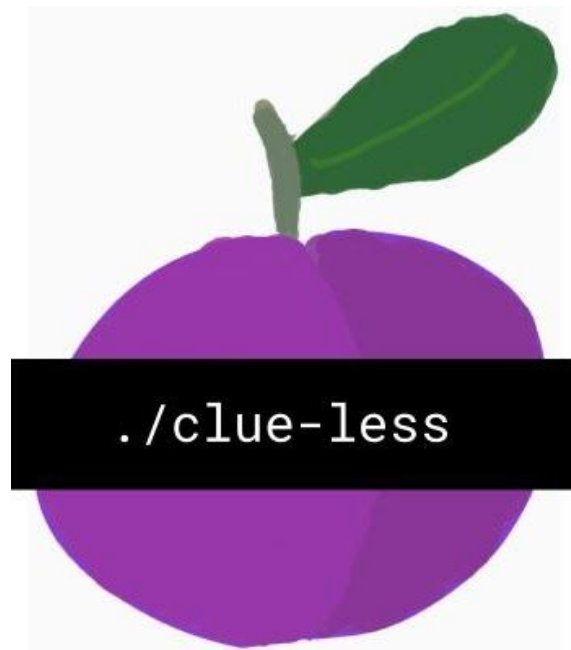


Johns Hopkins University



Team Charter

Professor Plum's Programmers

Foundations of Software Engineering
Section 81
Spring 2021

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Member Introduction

Nathan Roe



Nathan's background is in Mechanical Engineering, with a degree from the University of Maryland, College Park. He worked in the industry writing tests for building Mechanical and Electrical systems before switching to Software Engineering. He now works on Radar Modeling and Simulation, writing environmental models in C++ as well as verification and validation of these models in a python continuous testing environment. Nathan is currently pursuing his Masters in Computer Science at Johns Hopkins University.

Roles and Responsibilities

Lead Test Engineer

Head development of the testing framework for the project, and ensure that tests verify all necessary code; lead integration of continuous testing into the development of the product.

Configuration Manager

Lead the development of the source control process, maintaining a clear workflow, and managing software versioning to verify code releases are well executed and bug-free.

Donald Sisco



Donald is a Software Engineer at Skytap. He has a bachelor's degree in Software Engineering from Rose-Hulman. In his role at Skytap, Donald writes code in Ruby on Rails with React. Donald also volunteers his time as a Product Manager for Undergraduate Senior Projects, teaching seniors about real life software processes, source control management, and importance of maintainable code.

Roles and Responsibilities

Lead Software Quality Assurance Engineer

Provides code quality, documentation, and review expectations. Additionally assists in organizing code to make it easier to test using separations of concerns.

Project Manager

Organizes and motivates the team to meet deadlines as well as monitoring progress throughout the project. Assesses and manages risks and includes team on key decisions.

Pranav Srinivas



Pranav is a Software Engineer at Siemens. He has a bachelor's degree in computer science from the University of Illinois at Urbana-Champaign, and is currently pursuing a master's in computer science at Johns Hopkins University. In his role at Siemens, Pranav writes and tests C/C++ code to help build large-scale systems. He enjoys playing and watching sports (basketball, tennis, cricket), playing the guitar, and traveling in his free time.

Roles and Responsibilities

Lead Software Engineer

Provides technical guidance to the team during code development. Oversees all technical work (in addition to own contributions) and ensures work meets the set architecture requirements. Hands on role, writes code regularly and helps the team meet deadlines and improve codebase quality.

Lead Architect

Makes high-level design choices based on programming background and enforces technical standards, including use of software tools, platforms, and coding standards. Thinks through all aspects of designed software before the team proceeds to develop it.

Team Communication Process

Team communication will mostly be done through Microsoft Teams for discussion regarding Team Deliverables, as well as overall system design considerations.

[Microsoft Teams Group](#)

Discussions about code and implementation will be done using comments on commits and pull requests through the team Github repository. Code reviews will also be conducted in this repository.

[Team Github Site](#)

For questions directed specifically for a teammate, members can be reached via their email.

Team Member	Email
Nathan Roe	nroe1@jhu.edu
Donald Sisco	dsisco2@jhu.edu
Pranav Srinivas	psriniv9@jhu.edu

Assignment collaboration will be done using Google Drive. After each member has added their individual contribution, one team member will be responsible for editing the final compilation for cohesion and correctness, and then submitting the paper to Blackboard. This responsibility will iterate through team members alphabetically by last name, starting with Nathan.

[Team Google Docs Folder](#)

Video Production Process

For each of the three required video submissions, each team member will create a piece of the overall presentation on the material that they are most familiar with. Each team member will then take a turn assembling the final video submission for one of the three product demonstrations.

Conflict Resolution Process

The team's first attempt to resolve conflict will be with a team discussion. If conflict persists, then the team will take a vote. The team has an odd number of members, so a simple majority will be used to make decisions when there isn't unanimous consensus.