

Team Dynamics of Sync or Swim

Team Schedule:

Our team has the happy burden of having many talented individuals on it, meaning that most of the members have packed schedules with Design Studio, internships, etc. As such, the team has decided that it would be best to follow a “plan together, work separate” method. This means team members will meet up at least twice a week for a total of 4 hours, outside of class, to discuss in person the project status and to delegate tasks. However to leverage the disparity of “team time,” the team will heavily utilize the Blackboard group tools and Git to maintain close coordination and effective progress. Also, regular code reviews will be scheduled so that each team member is familiar with each other’s code and to help set higher standards for code being pushed to the master branch.

Currently the set schedules for team time is Saturdays and evenings when necessary. This will take place either at Avery or at Love Library. The team is also working to get more team time later in the evening as the scope and goals of the project are initially being laid out.

Communication:

Sync or Swim plans on using the tools provided by the Software Engineering Blackboard Group set up for us to coordinate most of the team’s communication. Through here, the team will organize tasks in the Group Tasks page, post information relevant to the project in the Group Wiki and host discussions on the Group Discussion Board. Google Drive will be used to store and share non-code related files, and Google Calendar will be used to plan team meetings and outings. Sync or Swim will also have a Groupme chat to share real-time information between members.

Team Roles:

Due to the infancy of the project no hard set team roles have been dealt out to Sync or Swim team members as of yet. However, through early team discussions some abstract roles have been formulated for members of the team.

- Cameron: Git repo manager and team lead.
- Levi: quality assurance and UI development.
- Quentin: development manager and web development.
- Collin: testing and development.
- Mark: developer.