Jaybirds

Team Charter

Foundations of Software Engineering

Fall 2023

Photo Credit: The Johns Hopkins Hub

Overview

The Jaybirds will work as a team to deliver a computer-based version of Clue—a popular detective board game—in three months. We plan to simplify board navigation but maintain the original game rules and features: nine rooms, six weapons, and six characters. We intend to use Design-to-Schedule principles to organize our work because we are accountable to deadlines and see a benefit to prioritizing and implementing high-priority product features first.[1] We will draw on our team's established skills and commit to learning new skills that can help us deliver a functioning game by 11 December 2023.

Communications

The Jaybirds will use a number of communications tools to stay connected.   We will use Zoom for video calls, Discord for ongoing chat, and Google Docs to edit documents.   We plan to manage our code on GitHub. The Jaybirds will post a recap of team calls and decisions in the Canvas tool in order to log our efforts and enable team members who miss a session to quickly catch up and contribute to the next steps.

Cadence and Timing

The Jaybirds plan to meet twice weekly – once early in the week to organize our work for the module and once on the weekend to address challenges and begin to pull together the substantive contributions. We expect these meetings to generally occur around 7 p.m. ET on Tuesdays and later in the day on Saturday afternoons. While we recognize the entire team convening twice a week is ideal, we understand that our members may at times miss a session and rely on the Canvas log tool to catch up.

Decision Making

We will surface decisions, issues, or concerns during our video calls and together identify a resolution. Ongoing issues may indicate we need to reexamine our communication or cadence, which we are committed to doing in order to ensure the team's success. We will also discuss participation shortfalls during our calls if necessary. In the event a team member repeatedly fails to communicate or contribute, we will request a meeting with the course instructors and consult with them about the next steps.

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[1] Staged Delivery Lifecycle Models, Foundations of Software Engineering, Module 2-Lecture C.

Meet the Jaybirds:

Bio and Contact Information	Relevant Experience	Project Role
 Amanda Olson 703.579.7994 aolson1@jhu.edu Git Hub: RedboneHound	Amanda is a new **Java** developer with one year of experience writing straightforward applications. In addition to developing her programming skills, Amanda leads small project teams to identify and mitigate cyber risks to the energy grid. She has 15+ years of experience writing and briefing for senior policymakers and executives.	Amanda will **lead the project planning** and take primary responsibility for drafting and resolving edits to the **project deliverables**. Amanda will also design and implement discrete code blocks for the game and contribute to presentations.
 Tobi Akinwale 240-615-6420 oakinwa7@jhu.edu	Tobi completed his undergraduate degree at Towson University in Cell and Molecular Biology. He currently works as a Data Analyst at the National Institutes of Health, within the National Institute of Neurological Disorders in the Cortex-Cerebellar circuitry unit. His team is working to understand the cellular dynamics of the brain during learning. Tobi's favorite programming languages are **Python and MATLAB.**	Tobi will work as a **Code Tester and Lead Developer** on the project as well as contribute to troubleshooting and creating ease of access.
 Greyson Brothers 850-621-6959 greysonbrothers@gmail.com	Greyson earned a bachelor's degree in applied math in 2020. Since graduating, he has conducted AI/ML research at Johns Hopkins APL. His day-to-day work involves writing a lot of **Python** code and training neural nets. He also has some experience with **MATLAB, C#, and C++.**	Greyson will take responsibility for **architecture, programming, or testing and quality assurance**.

Sharon Liu 301-675-8027 sliu225@jhu.edu	Sharon has a bachelor's in computer science and a minor in psychology. She currently works at Johns Hopkins APL as a software developer, where she leads both front and back-end development for training **Python** agents. Sharon has experience with **C++, Python, Javascript, C, and C#.**	Sharon plans to lead both **front and back-end development programming.**