

Team Seven SP1

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Members

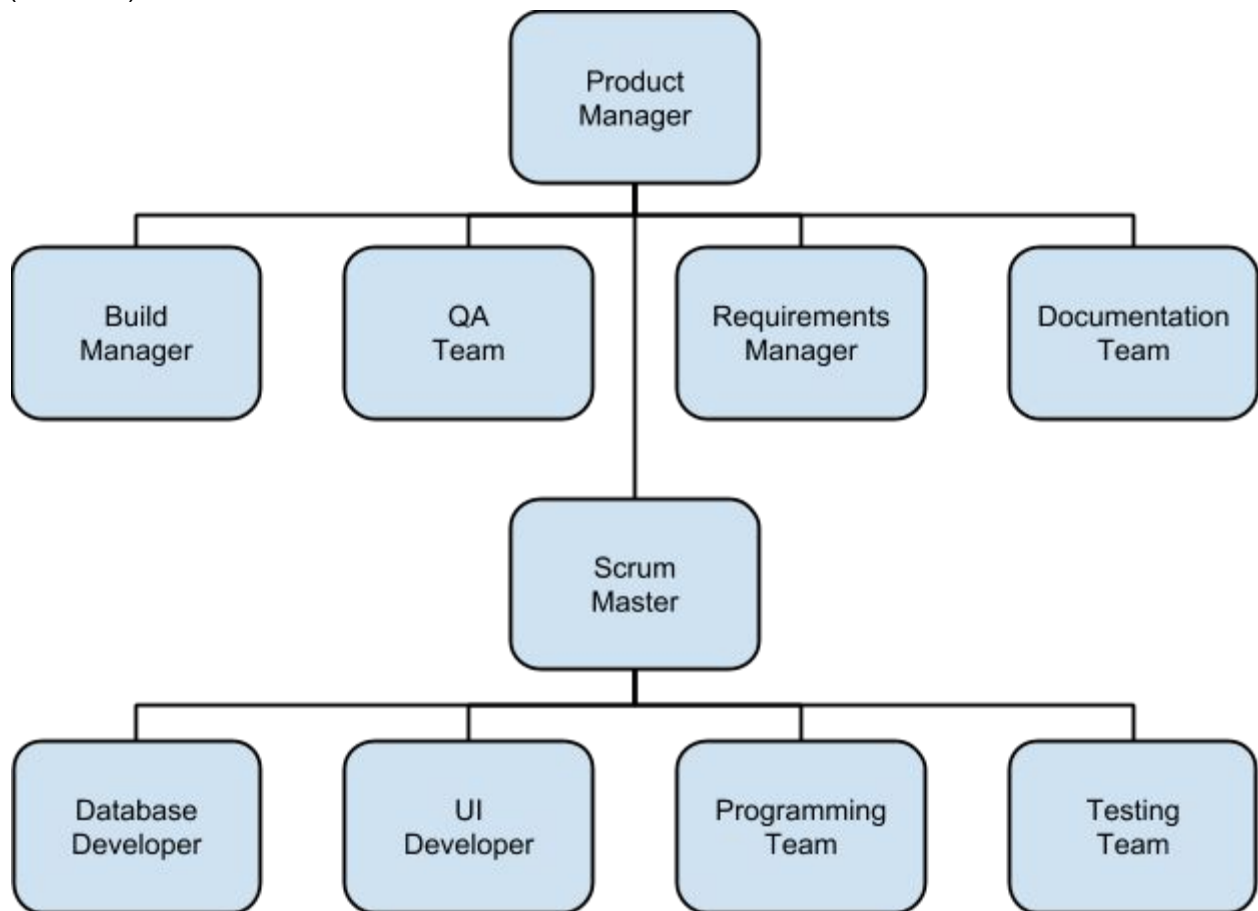
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Availability:

	SUN	MON	TUE	WED	THU	FRI	SAT
9:00	Charlie JZ Shane	Eric Charlie Shane	Eric Charlie	Eric Charlie Shane	Eric Charlie	Eric Charlie JZ Shane	JZ Shane
10:00	Matt Charlie JZ Shane Jeremy	Eric Charlie Shane	Eric Charlie	Eric Charlie Shane	Eric Charlie	Eric Charlie JZ Shane Jeremy	Matt JZ Shane Jeremy
11:00	Matt Charlie JZ Shane Jeremy	Charlie Shane	Eric Charlie	Charlie Shane	Eric Charlie	Charlie JZ Shaney	Matt JZ Shane Jeremy
12:00	Matt Charlie Shane JZ Jeremy	Eric Charlie	Eric Charlie	Eric Charlie	Eric Charlie	Eric Charlie JZ	Matt Charlie JZ Shane Jeremy
1:00	Matt Charlie JZ Shane Jeremy	Eric Charlie		Eric Charlie		Eric Charlie JZ Jeremy	Matt Charlie JZ Shane Jeremy
2:00	Matt Charlie JZ Shane Jeremy	Charlie Eric		Charlie Eric		Charlie JZ Jeremy Eric	Matt Charlie JZ Shane Jeremy
3:00	Matt Charlie JZ Shane Jeremy	Charlie	Eric Charlie	Charlie	Eric Charlie	Matt Charlie JZ Jeremy	Matt Charlie JZ Jeremy
4:00	Matt Charlie JZ Shane Jeremy	Eric	Eric Charlie	Eric	Eric Charlie	Matt Eric Charlie JZ Jeremy	Matt Charlie JZ Shane Jeremy
5:00	Matt Charlie JZ Shane Jeremy	Eric	Eric	Eric	Eric	Matt Eric Charlie JZ Jeremy	Matt Charlie JZ
6:00	Matt Charlie JZ Shane Jeremy					Matt Eric Charlie JZ Jeremy	Matt Charlie JZ
7:00	Matt JZ	Matt Eric Charlie Shane	Eric	Matt Eric Charlie	Eric	Matt Eric Charlie JZ Jeremy	Matt Charlie JZ
8:00	Matt JZ	Matt Eric Charlie Shane	Eric	Matt Eric Charlie	Eric	Matt Eric Charlie JZ	Matt Charlie JZ
9:00	JZ	Eric Charlie Shane	Matt Eric Charlie	Eric Charlie	Matt Eric Charlie	Eric Charlie JZ	JZ

Organization Chart

(tentative)



Ground Rules (To be discussed and solidified)

Work Ethic

- Always be honest.
- Let everyone be heard.
- Be respectful.
- Have tact in cases when disagreements arise (i.e. no name-calling/belittling).
- If you aren't sure, ask.
- Help each other (teamwork).
- Act professionally, like you would at your job.
- Let the team know if you don't have enough to do, or if you have too much to do.
-

Coding Practices

- Assign story points as a team.
- Keep the backlog up to date.
- Do not remove items from the backlog.
- Story statuses (open, assigned, in-progress, complete, verified, blocked, closed)
- Never ignore a bug; add to bug log if you can't fix it immediately.
- Do not change client code without first getting specific permission from the client
- Aim to write/refactor production-level code.
- Don't let scope creep
-

Style Guide

Aim to match client code.

Stretch things out for readability. Lines are free.

If it can't fit on one screen (about 100 characters width), find a good place to make a new line.

Place braces on their own lines:

```
FunctionName()  
{  
    statements;  
}
```

camelCaseVariableNames

- private, protected, and internal members and methods start with lowercase
- public members and methods start with uppercase

Use descriptive variable names and method names. It is okay if names are somewhat long if they are clear and easy to understand.

Document every public method by typing `///` above the method and filling out the appropriate information.

Each class should be contained in its own file.

Namespaces should be `project.folder.subfolder` (if no folder or subfolder, omit those parts).

Add `using` statements instead of long method names.

- e.g., instead of `System.Random`, write `using System;` at the top, then just write `Random`.

Project info

Task : ????

Project Deliverables

- [Project Charter](#)
- [Product Backlog](#)
- [Use Cases](#)
- [Requirements Document](#)
- [Project Plan](#)
- [Architecture Document](#)
- [Testing Assignment](#)
- [User Guide](#)
- [System Documentation](#)