Team Charter

Group 4 Achos

Purpose

This project is to give the user awareness of food waste reduction and water conservation. We will develop a game to raise the awareness in an entertaining way.

Team Commitment

* Team lasts for five weeks.
* Each team member is to put their best effort in their work.
* No one in the team should be left out from work or the decision making process.

Members and Roles

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| David Eunhak Lee | Project Manager |
| Sagar Sidhu | Media Manager, Artist, Easter Egg |
| Tommy Jen Hao Yeh | Web Development Manager |
| William Bradshaw | Graphic Design Manager, Easter Egg |
| Khide Moss-Hoskins | Game Dvelopment Manager |

Goals

Main Goal: Create a game and the page over 5 weeks that is related to the purpose.

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| Week 1 | Game design and team planning |
| Week 2 | Game prototype, site hosting, character art illustration, site development. |
| Week 3 | Unbalanced test version release, 90% of art work done, SQL implementation, SNS sharing feature implementation, site redesign |
| Week 4 | SQ testing on the game, balancing of the game features, additional features and advertisement implementation. |
| Week 5 | Demonstration, bug fix, additional improvision, balance. |

Individual Goals

Sagar: Improve coding skills as well as hot to communicate better as a team member.

Khide: Improve ability of improving and maintaining team focus and moral.

William: Continue improving abilities in programming and working together in a team. Make a project with an “Aesop/moral” told in actual interesting way.

David: Make a project that is unique, and team is proud of.

Tommy: Learn to work with people.