Team Charter

for Noname 2 Inc.

1. Team Purpose (Need to come back to)

This team was created for the unit ICT290. To work as a team and to produce a game together is part of this unit. Our tasks are team organisation, project planning, game design, object oriented programming, code management, testing and documentation.

The project is a major assessment and has to be submitted for assessment on the 19th October 2020

Our game is a 3D FPS 'Doom clone' where the objective is to hunt down a rogue AI, while moving through the world with the use of portals. Power ups and collectibles will guide and aid the player through the game.

2. Members

The following people are forming the team, Noname 2.:

- Connor Nicholson, 33021181
- Vladislav Kennebury 33644189
- Charlie Sewell 33741265

2.1. Skill Inventory

Connor	Coding, Design, Documentation
Vlad	Coding, Design, Documentation

Charlie	Coding, Design

2.2 Availability

2.2.1 Ordinary

class (except ICT207)
work
other

	Sun	Mon	Tue	Wed	Thur	Fri	Sat
Connor		available before 18:30	available before 18:00		available after 17:00		
Vlad				Available after 6pm		Busy most of the day	available
Charlie	available	available after 17:00	available after 17:00	available before 19:00			available after 16:00

2.2.2 Exceptions

Connor	
Vlad	Moving house, on and off fridays and weekends
Charlie	weekend long work 4th-6th sept

2.3 Contacting

	email	address	phone number
Connor	nicho97@outlook.com		0422 365 351
Vlad	vkennebury88@gmail.com		0439835134
Charlie	charliesewell@live.com		0459336646

Comments about preferences:

Connor	Discord / Facebook. Respond quicker on Facebook.
Vlad	Discord/Email. Phone if urgent.
Charlie	Discord/Facebook. Phone if urgent. responds quickest facebook

3. Collaboration

3.1 Meetings

We have a meeting once a week. It's always after the Lab.

3.2 Invest in code reviews

Code reviews will take place during the tutorials as well as when commit and pushes are made to our git repo.

3.3 Individual Commitments

Commitments that may impact on the group work and how this impact is to be reduced. Commitments would include other units being studied and due dates for assignments.

Connor	
Vlad	Assignments with close due dates. Moving house.
Charlie	work and assignments

3.2 Medium of Communication:

The main medium of communication is our Discord group. In case of urgent issues everyone can be contacted by phone.

3.3. Decision making

Any decisions that are made must be delivered in writing to the team so that they can all agree upon it.
All decisions are brought up to the team via discord or email, in order for agreements

3.4 Causes of Conflict

misunderstood communication (double check) / different motivation levels / division of work / different expectations about the game -> record everything, talk about problems /

3.5 Conflict Resolution

All problems will be kept within the group until that is no longer a solution and then we must go to the instructor

We are 3 people - if we have a conflict we can vote and do whatever the majority wants to do.

3.6 Team division

If the **team** needs to be **split up**, due to irreconcilable differences or any other reason. In such a situation, every team member will get everything that was team property until the point of the split. Duties have to be relocated.

4. Coding Standards

Your team will use - make reference to the "101 coding standards" available at the library site. What other quality control measures are you going to use? See the chapter on "Teams and Processes" in the book Introduction to Game Development.

It is important to be consistent with your coding style.

4.1 Variable names

Name classes, functions, and enums LikeThis; name variables likeThis; name private member variables m_likeThis), camel text GameEntry. Try to avoid underscore (Game_Entry).

4.2 Comments

All Comments must use doxygen standard.

4.3 IDE

Everyone should work with visual studio 2019 or newer with its highest compiler warning level.

5. Agreement

The master copy of the report will be controlled through Google docs so that everyone is able to edit it.

Team members of the Team No Name 2 participated in the preparation of this charter, understand its contents, approve the charter as their team's charter and operating plan, and agree to be held mutually accountable for adherence to the charter. Evidence of agreement is reflected by each team member's signature affixed below.

Connor	"SiGnEd"
Vlad	*Signed*
Charlie	*Signed*