

Team plan

Roles and responsibility

Leader: Eivind Dagsland Halderaker

Scrum-master. Responsible for delegating tasks and making sure that the development team learn to self-organize.

Git repo: Helge Mikael Landro

Responsible for merging master and develop branches each monday. Be able to help with possible git problems or answer questions the other team members might have.

Tools: Håkon Ettestøl Osland

Try to have a total overview over the different tools we are using and making sure that all other team members understands how to use the different tools.

Skills and interest

Front end

Helge Mikael Landro

Simon Telle Riple

Back end

Eivind Dagsland Halderaker

Agnete Gridseth Røstad

Undecided

Open to work where it is necessary

Alise Haukenes

Håkon Ettestøl Osland

Magnus Flatheim Jensen

House rules

- All team members can have preferences to what they want to be working on, but are also flexible to helping other team members with other tasks if necessary.
- If one of the team members are struggling with a task, he or she should be able to ask the other team members for help, so that the task in hand will be finished on time.
- All team members are required to meet on time. If prevented from meeting on scheduled time, you must inform at least one other team member who is going to be at the meeting.
 - Valid reasons for not showing will be accepted.

Repo structure

- The project will consist of a Master branch, and a DEV branch. Every week a functional DEV branch will be merged into the Master branch.
- The file structure will separate the source files for the project and the Document files. The libGDX framework consists of the folders 'core', 'desktop', 'gradle/wrapper' and 'html'.