# **Team Organisation Document for Strikers**

## **Members:**

Ali Utku Demir (2500372D)

Ashwin Bhatnagar (2445856B)

Pranav Dadhich (2492166D)

Emmet Young (0904889Y)

Yufen Chen (2502089C)

Roles and responsibilities

Who does what and where does responsibility lie?

*As our starting point, we have split the game production into three main elements (Game Model, Frontend, Backend) and assigned group members to each one. However, in the initial research phase of the project (first 14 days), if group members wish to change which part of the project they’re working on, and they find another member to swap with, they may do so.*

*Game Model: Game Strategy in Java [ Emmet Young, Ashwin Bhatnagar ]*

*Frontend: Json (javascript) with web browsers & GUI in Java [ Pranav Dadhich, Yufen Chen ]*

*Backend: Input Streaming & Database Architecture & Game Statistics [ Ali Utku Demir ]*

## Authority

Who decides? How are decisions made?

*Authority for each part of the project rests with its member(s) – e.g. Ali has authority over issues related to the database backend. If there is a disagreement between members and no compromise can be found (e.g. they disagree on who has the authority on a particular issue), they can put the issue to a team vote with a simple majority (3/5) deciding the issue. For matters related to the overall workload – e.g. making sure deadlines are kept – Emmet will be the team leader.*

Communication

Where and when will you meet? What must be communicated? When and how often? By whom? By what means?

*Team members who are collaborating on a particular aspect of the project will maintain regular contact and meet once or twice a week (as necessary) to discuss their work on the project. This will happen at the university either at lunch or before/after classes. The team as a whole will also meet once a week to share information and keep track of the project’s progress. A work board on Trello.com will also be used to communicate the project’s progress between team members – focusing on aspects of the game that are either in-development or that require research. Regular updates/discussion on WhatsApp will be used to keep track of the work and share information.*

## Information Management

Where is info kept? How and when will it be distributed?

*Emmet will host the main project files in a GitHub repository that can be accessed by the whole group. Anything relevant to the project will be stored there, while other types of information – e.g. links to helpful web pages or videos – will be shared via WhatsApp. Story cards and other planning-based notes/instructions will be stored on the team’s Trello board.*

Tools

What technology will you use and how will you use it?

*The IDE Eclipse will be used for compiling the project with Maven, while a variety of other software including Atom (text editor), IntelliJ (IDE), GitBash (file transfer & java testing), and pgAdmin (databases) will be used for code writing, code sharing and database creation.*