

Team Spirit Group Charter

Project Statement, Scope, and Scale

We are trying to make an entertaining turn based combat system. Our target audience will primarily be young adults, though we intend to make it appropriate for all ages.

I want to make a web based single player turn based RPG using HTML5 Canvas. The scope of the full project is potentially quite large. While perhaps not as massive as some notorious “90 hour RPGs,” this project could still be quite the undertaking

For the purposes of building a prototype, however, development will initially be limited to letting users play through a single battle. The intent is for this prototype to be a foundation for a fully fleshed out RPG.

Team Management Plan

At the beginning of the project, one member will be designated as the Project Lead. This person will be responsible for managing the GitHub repository, communicating with the professor as needed, and facilitating the creation and assignment of tasks during group meetings. They will also be responsible for resolving conflicts as they arise.

Each week, during the weekly formal meetings, one member of the group will be chosen as the scribe for that week’s meetings. They will be responsible for taking notes during meetings, managing that week’s documentation, and writing that week’s retrospective.

The project team will also have two front end developers and two back end developers. These roles will alternate each week. As the names suggest, front end developers will be responsible for tasks relating to the front end of the project, such as the UI, and the back end developers will be responsible for back end programming. The Project Lead will be assigned tasks from both categories in such a way that all members have an equal amount of work each week. They will also be responsible for helping other members with their tasks as needed.

Communications Plan

Each week, there will be one formal project meeting on Thursdays at 1:00pm through Discord video chat. These meetings will begin with a project retrospective to recap what each member has been working on, and discuss what things still need to be done. Then, the group will go about identifying new tasks, estimating how long those tasks will take, and assigning them to members of the group. At the end of each meeting, the floor will be opened for comments and concerns, and any outstanding issues will be addressed.

Each week, there will also be two informal meetings, held during and after class time. If possible, the group will simply continue to use the breakout room created by the professor during class. However, the meeting may shift to using Discord if necessary. These meetings will consist of each member talking about what they've done, what they're working on, and what they are going to do. Then, members will be allowed to speak freely to discuss their tasks and ask for help if needed.

Day to day communications will take place through text on discord. And communications with the professor will be sent using the Canvas messaging system.

Expectations and Responsibilities

1. Team members are expected to attend all meetings unless they provide a valid excuse (judged on a case by case basis)
2. Team members are expected to meet all task deadlines, or provide a detailed reason that they were unable to do so (Should be given before the deadline)
3. In the event that a team member runs into an issue that they are unable to solve, they are expected to notify the group on discord as early as possible instead of waiting for the next meeting.
4. If a team member is unable to attend a meeting, the scribe should provide them with a summary of what was discussed.
5. When tasks are assigned, they will be allocated based on an estimate of how long each task will take in such a way that every member has a roughly equal amount of work each week.

6. While estimating the time required for each task, each member will provide an estimate in hours (restricted to prime numbers) for the task, and the median time will be chosen unless the group decides otherwise.

7. Documentation will be written on google docs. Finalized documents will be downloaded as a word document and uploaded to GitHub.

8. Meetings will be recorded using OBS, and then uploaded to Google Drive. (Subject to change depending on storage requirements.

Conflict Management

Each time a member fails to meet expectations, they will be given a strike. Each individual issue will be tracked separately. If a member receives three strikes on the same issue, or if a team member has accumulated three issues that have been given strikes, they will be added to a permanent record. The severity of each issue will be recorded as well. (rated 1-5, judged on a case by case basis) The permanent record will be given to the professor at the end of the project, and we will ask the professor to consider the number and severity of entries each member has on that list when assigning grades.

Team Member Skills Inventory

Ian Beard: Comfortable with full stack development, prefers front end. Familiar with: HTML, CSS, JavaScript, Node JS, Python, Express, C++, C#, HTML5 Canvas, MySQL, and PHP.

Michael Lablanc: Most comfortable back-end development and has experience with: HTML, CSS, Javascript, C#, and familiar with SQL, Node Js.

John Sablaon: Comfortable with full stack development, prefers back-end work. Have experience with: HTML, CSS, JavaScript, Node JS, C#, cmd, Powershell, git.

Yasir Egal: Most comfortable with front end development. Familiar with: HTML, CSS, JavaScript.