CI 103 - Team Charter

Complete the information below for your project. This will inform the instructor about how teams are organized and/or changed. Note that team membership changes are subject to final approval by the instructor.

Team

Lab section: 69

Team Number: 95

Team Members and Roles

List the full name and user ID of every member of your team. Assign initial roles that team members will play. Team members without specific roles should be assigned as "Developer".

Name	User ID	Role
Lily Dourlain	lcd64	Scrum Master
Khalid Salem	kjs426	Product Owner
Jarod Durkin	jmd646	UI Designer/Developer
Kevin Jennings	kpj28	Game Developer
Jonathan Morency	jem457	Game Developer

Project mission or Anchor statement:

Gamebook is an intuitive note taking application where users can create an account to take, save, and view notes but keep their attention by being prompted to play fun, timed games at determined intervals.

Success is when we have created a visually appealing application where users can take notes and be prompted to play at least 1 game at determined intervals.

Done is when one person has completed a specific task listed, pushed to gitlab and everyone has verified and agreed on it.

We work best together when meeting in 3675 Market or the Library.

Team Calendar

We can possibly meet on:

Tuesdays: 3-4 PM

Thursday 12 or 1 - 2 PM

Identify the open issues and/or technology gaps related to your project: (100-300 words)

The issues related to our project include designing the games that suit our application as well as the implementation of our project. When it comes to making a game, we want a game that is not too flashy, and won't derive the students' attention from the class. One of the main technology gaps is being fully acquainted with Python and coding as a team to help develop our final project. As well as the fact as being fully aware of Django and all of the beneficial tools it offers. There are no other visible open issues or technology gaps that we are aware of at this time.