Team Charter

Team A

John Berg

David Emerson

Eric Cowan

Orlando Camacho

**Common Goals:**

Our common goal is to work together professionally to produce an alpha version of a game of our own design. We also will strive to resolve any conflicts that may arise quickly to keep it from interfering with the project or our professional relationship.

**Core Values:**

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| --- | --- | --- |
| Perseverance | Flexibility | Professionalism |
| Honesty | Good Communication | Eager to Learn |
| Team Work | Punctuality | Diligence |

**Potential Obstacles:**

There are many things that can get in our way and hinder our progress. By understanding what most of the obstacles are, we can develop a plan to avoid or resolve any conflict they may incur as a result. Some potential obstacles include:

* Personal commitments (work, spouse, children, other household responsibilities)
* School commitments (this is not the only class for some of us)
* Poor communication
* Different time zones (makes it hard for a concrete schedule with other commitments)
* Unresolved conflicts
  + Personal
  + Work
  + School

We will use our common goals and core values to professionally resolve any conflict that may arise whether known or unknown.

**Ground Rules:**

Team members are expected to:

* Come to meetings on time (if this isn’t possible, an hours heads up is needed)
* Do their part
* Contribute in the meetings

If the ground rules are violated the following consequences have been established:

* Lateness without heads up
  + First Offense: we can let one slide
  + Second Offense: warning given
  + Third Offense: Extra workload given
* Not completing work
  + Will let Professor **Horachek know**
* Not contributing in meetings
  + Remind the person of our core values and common goals

If everyone follows the ground rules consistently we will have the following positive outcomes:

* Punctuality
  + When everyone shows up on time we will get more work done.
  + This will also help keep everyone in the loop
* Completing all of our assignments with great quality
  + With everyone being persistent we will allow ourselves enough time to produce a quality project that is done on time
* Contribution in meetings
  + For it to be a group effort, everyone needs to contribute. If the ground rules are followed that won’t be a problem

**Communication Plan:**

* Tentative meeting times and Platform
  + Tuesday, Thursday and Saturday, 8:30 PM – 10:00 PM EST (Skype)
* Communication tools
  + Skype
  + Email
  + School Team Discussion Threads

|  |  |  |
| --- | --- | --- |
| **Name** | **Email** | **Skype Name** |
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| David Emerson | spikefinger@gmail.com |  |
| Eric Cowan | eric.c.cowan@gmail.com |  |
| Orlando Camacho | generalcamacho@gmail.com |  |

**Meet the Team:**

John Berg

Strengths:

Programming, software engineering, Influencing and motivating others

Personal Values:

Work/School/Life balance, education, punctuality

David Emerson

Strengths:

Art, programming, organization

Personal Values:

Eric Cowan

Strengths:

Unity 3D, game design, motivation

Personal Values:

Orlando Camacho

Strengths:

Audio, level design, organization