

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.

Text-Based RPG

Lab section: 068

Team Number: 01 (Use the same team number from CI102)

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
Humaid Mustajab	Mm4845	Scribe
Kevin Karnani	Kk3286	Lead Developer
Mark Melkumyan	Mam962	Product Owner and Scrum Master
Joey Hermann	Jgh58	Lead Writer
Theodore “Cort” Williams	Tcw64	Lead Designer and Writer

Project mission or Anchor statement: We are making a text-based RPG that is primarily based around its branching narrative. Along with that we will also have other features such as combat, an inventory system and a morality system that is based around the choices you make.

Success is: Our project will be considered complete or successful when we have implemented all of the systems set out in the initial pitch/ mission statement. Also, we have to make sure that the storyline is interesting and engaging enough for an external person to play through.

Done is: When the sub-system follows all the goals outlined in the initial pitch and is free of any visible bugs and can be merged with the main codebase.

We work best together when: When the tasks assigned are according to our individual strengths and everything is completed as per the schedule.

Team Calendar: Tuesdays at 8

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

We need to figure out and decide on the programming language which best fits the needs of our project. We have been discussing the use of Unity vs Python vs C# and need to further look into the pros and cons of each one. We also need to figure out how we are going to implement the different systems we have discussed like the Honor, Inventory, Morality and Character Stats. We have to figure out how the morality system affects the flow of the game and how it will work in its flesh. Lastly, we have to figure out the best way to play the game so that it is not boring and bland looking and actually interesting to look at and play.