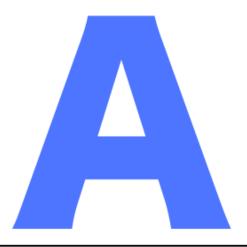# THE

# A

# TEAM

## The A Team Charter

### Team Member

Jason Acevedo

Vincent Agriesti

Thomas Campus

Ming Lei

Sally Ng

**Mission Statement**

A-Team lives to strengthen minds through entertainment. A-Team develops inspiring games that are easy to pick up but hard to master. Established in 2018, A-Team has a dedicated team of software engineers that a passionate in electronic entertainment. Our professional team uses revision control and issue tracking through GitHub to maintain the highest quality software possible. With over 20 years of experience, A-Team is confident that they will amaze you with their interpretation of the classic board game Clue.

**Meet the Team**

Jason Acevedo, a Los Angeles, CA. native graduated with a B.S in Computer Science from California State University, Long Beach and a B.A in Psychology from the University of California, Irvine. Since graduation, Jason has worked as a volunteer programmer for a non-profit organization to benefit underprivileged families. He also worked as a programmer for a Los Angeles area Casino. Then as a software engineer for Boeing in Oklahoma City, OK. until his current position as a software engineer for Northrop Grumman in Redondo Beach, CA. During his free time, Jason learned mobile device programming and has created two Android Apps using JAVA and Eclipse. Jason's programming languages of choice are C++ and C#. He plans to learn more about mobile device programming and its applications.

Vincent Agriesti, aka Vinnie, got his first job in the federal government as a computer technician which led to a development position where he was responsible for maintaining all of the automated scripting systems for his IT department. During that time, he earned an Associate's Degree from Anne Arundel Community College in General Studies followed by an Undergraduate Degree from University of Maryland University College (UMUC) in 2008 for Information Systems.

Since he graduated from UMUC, he has gone through a 3-year engineering internship and maintained a permanent position where he has been responsible for developing firewall software, performing analysis on various pieces of software, hardware and SCADA systems. Vinnie currently is a lead embedded systems developer, over a team of about 15, responsible for maintaining board support packages and custom software solutions for custom built hardware based on ARM microcontrollers.



Thomas Campus graduated from Virginia Commonwealth University with a bachelor's degree in computer science. After graduating, he got a job at a naval base doing cost estimates for the Aegis BMD program. In order to learn more about doing cost estimation, he enrolled and completed a master's program through Naval Postgraduate School, earning a degree in Cost Estimation and Analysis. While doing cost estimation was exciting at times, he knew he wanted to transition back to coding. Eventually he was able to transition to another group on base and started coding support applications in VB.NET. Slowly he transitioned into coding the tactical applications, which mainly consist of C++, using the MFC framework for the GUI.

Ming Lei graduated from University of Southern California in Los Angeles with degree in Business. His undergraduate study primary focus on data analysis and business forecasting. After graduation, he had been working for a real estate company for two years. Later he observed the market has high demand in programming. He started to learn Java, HTML and CSS.  He always believes in the power of habit. Therefore, he spends at least one hour learning new things every day.

In 2016, he began working for a car title loan company as a computer technician. As company grows, his company has own loan serving software to process daily loan application, loan calculation and audit the transactions. During his work with software engineers, he realized his shortage on programming. He believes earn a master in Computer Science can help him have a deeper understanding of coding world. Therefore, he went to Johns Hopkins and started to study Computer Science.



Sally graduated from University of California, Berkeley with degree in Psychology. She is interested in understanding human behavior and has years of decision making research experience. She is also an enthusiastic data ninja. She marries her interest in Psychology with Computer Science so she could use the abundance of available data to investigate the unknown. Her gears include Python, Java, HTML. She decided to pursue a master degree in Computer Science so she could add more gears.

She is currently working at a clinical research startup as a Data Science Intern, where she assisted in empowering researchers and physicians with comprehensive tools to transform health data collection and analysis in clinical studies by leveraging wearable devices, mobile application and machine learning.

**Roles and Responsibilities**

**Project Manager**: Sally Ng

The Project Manager is responsible for the direction, organization, and monitoring of the project as a whole. They will account for everyone's tasking and the scheduling of meetings and soft deliverable deadlines. When tasks fall behind schedule, the project manager should coordinate with the team to adjust the schedule and reconcile the lost time. **Laymen Terms**: Scheduling and resource management.

**Lead Architect**: Vincent Agriesti

The lead architect (or systems engineer) is responsible for designing and specifying how the different parts of the system will inter-operate. The systems engineer is also responsible for delivering the derived system requirements specification. **Laymen Terms**: Blocks and arrows, UML. SHALLs, SHOULDs, MAYs.

**Lead Programmer**: Thomas Campus

The Lead Programmer will specify the style and methods to implement with. They will also delegate the different design blocks to programmers for implementation into usable code and relevant documentation. The Lead Programmer is also responsible for compiling the user documentation that covers how to configure and use the product. **Laymen Terms**: Programming, user manual.

**Programmer Sub-Team**:
- GUI: Jason Acevedo
- Client Logic: Jason Acevedo
- Client-Server Communication: Thomas Campus

**Lead Tester**: Ming Lei

The lead tester is responsible for developing a test plan, test procedures, and test report based on a compiled version of the code, the requirements, and the user manual, (and original customer needs statement) if they are required. **Laymen Terms**: Test plan, test procedures, test report.

**Lead SQA**: Jason Acevedo

The Lead SQA is the release authority. They are responsible for declaring all required artifacts and ensuring that all release artifacts are accounted for and meet the expected standards of the related artifact. **Laymen Terms**: Accountability of all release artifacts as well as their quality and completeness.

**Lead CM**: Vincent Agriesti

The Lead CM is responsible for tracking the versions and change logs of each version of a piece of code and documentation. When something needs to evolve or change in ANY of the documentation or code after a vetted release, it must go through the CM for approval and integration. **Laymen Terms**: Know the state of the project at all times.

**Presenters**: Vincent Agriesti and Thomas Campus

The presenters are responsible for presenting the team, project, and project life cycle to the rest of the class.

**Presenting Method**: Tag Team

**Deliverables**

| Deliverables | Date |
|---|---|
| Team Charter | 2/11/2018 |
| Project Plan | 2/25/2018 |
| Vision Document | 3/11/2018 |
| Requirement Document | 4/1/2018 |
| Design Document | 4/15/2018 |
| Project Demonstration | 5/13/2018 |

**Deliverable Editor**

- Team Charter: Ming Lei
- Project Plan: Ming Lei
- Vision Document: Ming Lei
- Requirements Document: Sally Ng
- Design Document: Sally Ng
- Project Demonstration: Vincent Agriesti and Thomas Campus

Deliverables will be sent internally to the entire team before being posted on Blackboard.


**Communication**

- **Online**: Emails, on line chat, and blackboard will be the primary forms of communication. Team members are expected to respond to / acknowledge emails within 48 hours.  The team will have a weekly on line meeting every Sunday at 2pm EST to ensure the entire team is kept up to date with project progress.
- **Telephone/SMS**: Texting is viable to get faster responses if needed. Telecons/phone calls might be necessary and will be pre-determined on a case-by-case basis.

**Code and Policy**

- **Ground Rules**
    1) Always debate over issues, not people.
    2) What is discussed with A-Team, stays in A-Team.
- **Decision Making and Conflict Resolution**
    1) If the team cannot agree, a vote shall be cast and the majority shall rule. In the event of a tie, due to abstaining or absence, the Google "random number generator" shall decide the vote.
    2) If a member becomes rebellious or deliberately counterproductive, a volunteer should reach out to the member one on one to coach them through the process. In the event that the situation doesn't improve, the team shall refer to the course

professor(s), university code of ethics, and/or academic integrity policies for guidance.

**Document History**

The version of Team Charter may be updated during the project design process.

| Version | Date | Notes |
|---------|------|-------|
| 1 | 2/11/2018 | Initial Release |
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