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| **CSCI 477 Elements of Games and Game Development**  **Team Charter Handout** |

**Purpose:** This handout is designed to you in developing a team charter for Projects 1.

**Instructions:** In order to organize your teams for your Project and to ensure that team members start on the same page with regard to expectations, schedules, scope of work, and so forth, resolve the following questions in your Team Charter. Then use the answers to complete the Team Charter Outline. This should be submitted by the team and kept as a record to for each team member. It is best if all team members discuss these questions and come to consensus on how the team will function.

**Questions to Resolve** (Answers do not need to be submitted)

1. What specifically are the deliverables? What specifically are the goals and objectives of this project?
2. Who will be the team leader? What specifically will the team leader do?
3. Who will be the recorder? What specifically will the recorder do?
4. Are other roles needed for this project? If so, what are the roles, what are the expectations, and who will serve in the role?
5. How will the team communicate with each other and the instructor? What are communication expectations? When and where will team meetings be held? If physical meetings are not possible, how will meetings be conducted?
6. What are specific expectations for behavior as a team member? What are ramifications for not meeting expectations?
7. How will the group solve conflicts or disagreements?
8. What are the expectations for submission of each team member’s individual work to the larger team?

**TEAM CHARTER OUTLINE**

**Team Member Information**

David An 720-984-8980 [dan@mymail.mines.edu](mailto:dan@mymail.mines.edu)

Leo Chely 303-999-6596 leochely@mymail.mines.edu

Frank Enciso 303-801-8092 [fenciso@mymail.mines.edu](mailto:fenciso@mymail.mines.edu)

Mykel Allen 720-220-6738 [myallen@mymail.mines.edu](mailto:myallen@mymail.mines.edu)

**Communication Process**

Utilizing the mobile application called GroupMe to communicate with each other around the clock, and the work will be shared on GitHub.

**Team Roles and Responsibilities**

David will be responsible for drawing sprites, animating, and creating the level design.

Leo will be responsible for the storyline, narratives, possible cut scenes, and character design.

Frank will be responsible for coding the interactions between entities, general information, and controls

Mykel will be responsible for also working with Frank to not only code, but also to review and debug if necessary.

All of us will work together to decided what type of game we desire, and features that will be included and/or excluded.

**Team Work Guidelines**

Team agrees to make sure all work is in turned in on a timely fashion. Also, letting us knows if someone cannot complete their work if something comes up. If work quality is not sufficient enough, the team will make a decision to either redo it, or come with some solution. Team will strive for the highest grade possible.