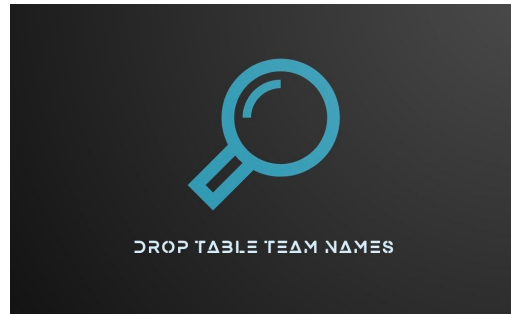


DROP TABLE Team Names Charter



Team Mission

To create a modified, computerized version of the Classic Mystery Game CLUE.

Meet the Team

Martin Nganga

Martin Nganga is currently a Software Developer working for a Federal Contractor delivering Automated Business Solutions to the US Government. Martin has previously held several positions in Management, Sales and Marketing prior to his current role in Software Development. Martin earned a degree in Chemistry from Gordon College and currently lives in the Greater Boston, Massachusetts area with his wife and 3 children.



Joshua Persechini

Josh Persechini currently lives in Bristol, UK and works in Technical Services for Epic Systems, a large international EHR (electronic health record) vendor. Josh studied Chemical Engineering at the University of Kansas, and is now looking to pivot into a career as a software developer, which is why he's now seeking my MS in Computer Science.

Larry Thrower

Larry Thrower is a patent examiner at the US Patent & Trademark Office, focusing on 3D printing systems. Larry earned B.S. and M.S. degrees in biochemistry and molecular biology from Kansas State University and Johns Hopkins University, respectively, and a J.D. from Santa Clara University. Larry lives in McCall, Idaho, with his wife and two children.





Charlie Hammond

Charlie Hammond works as a consultant for Epic Systems, a large Electronic Medical records vendor. Charlie studied Industrial Engineering at Northwestern University and is looking to sharpen his software development skills for a career in the field. Charlie lives in Hanover, NH with his fiancée and labrador.

Wes Ottey

Wes is a USCG licensed captain working for several charter companies in the Caribbean. He is also interning as an energy trading analyst at a firm in the USVI's. He's a full time graduate student and hopes to re-enter the energy complex and capital markets after graduation. Wes graduated from Towson University in 08' with a BS in finance. Wes also served in the Army for several years and was deployed to Afghanistan and Iraq.



Team Roles and Responsibilities

All team members will contribute to designing, implementing, and testing our project, as well as to deliverables and presentations.

Within the team, each member will have a more specific focus:

Project manager: Josh Persechini

- Coordinating and planning project components
- Analyzing work needed to complete project deliverables

Lead architect: Charlie Hammond

- Determine structure for different components of the project
- Describe needed functionalities

Lead programmer: Martin Nganga

- Plan and structure code to implement each functionality

Lead tester/quality assurance engineer: Larry Thrower

- Define testing process for each component of the project
- Analyze risks present in product

Programmer: Wes Ottey

- Assist in coding aspects of the project
- Assist other team members in completion tasks

The following team members will coordinate each upcoming deliverable:

- Team Charter: Josh Persechini
- Project Plan: Martin Nganga
- Vision Document: Larry Thrower
- Software Requirements Specification (SRS): Charlie Hammond
- Software Design Document: Wes Ottey

Team Processes

Team Decision-Making

Decisions will be discussed by the group and agreed upon either via Slack or Zoom meetings. In general, we expect most decisions to be made via a simple group consensus in these forums.

Some decisions that are specific to a member's role can be made by that group member, but should always be communicated to the group via these forums to give members an opportunity to raise any concerns or questions.

In the event of disagreement, see the "Conflict and Issue Resolution" section below.

Conflict and Issue Resolution

In the event of an issue where group members do not agree on the right way to proceed, we will take a popular vote among our group members. Each member can abstain from the vote if they do not have a strong opinion on the matter at the end. In the event of a tie, we'll resolve it with a coin flip.

Team Communication

We will use a Slack group for communication. Our documentation will be stored in Google Drive in a shared folder that all group members can access and modify.

We will use Zoom meetings for real-time communication. Our current plan is to meet weekly on Sunday at 2:30 PM EST, and we will schedule additional meetings ad hoc as needed, based on discussions during our regular meetings or via Slack. If the group agrees that a regular weekly meeting is not needed, we can decide to cancel it unanimously.

We'll use a defined channel in our Slack group to store meeting agendas and notes.

Technologies

Currently, we plan on using the following technologies for our project:

Frontend: React.js, Reactstrap, Socket.io

Backend: Node.js, MongoDB, Socket.io