CI 103 - Team Charter

OnTime Team

Lab section: 64

Team Number: 41

Team Members and Roles

Name	User ID	Role
Emma Carton	egc39	Product Owner, UI Designer, Developer
Aiden Doris	asd95	Scrum Master, Developer
Lupe Fernandez	gf347	UX Designer, Developer
Dylan Robak	dnr44	Developer
Billy Carroll	wjc52	Database Administrator, Developer

Project mission or Anchor statement:
Our application helps users manage their time using a schedule developed by algorithms that utilize customizable variables.

Success is … a project that consists of developing a time-management program which will give suggestions to a user on how they should set up their schedule.

Done is … when a task is completed then checked by at least two team members. At least two team members have to check off on it.

We work best together when …

- we all know what needs to be done.
- we stay focused.
- we hold each other accountable for our tasks.
- we do work outside the classroom in the library.
- we divide and conquer.
- we communicate effectively through the group chat.
- we respond to others within two hours.

Team Calendar

We will work in the library by reserving a room or by just agreeing to show up at a certain time. We will do this when needed, by communicating in our group chat. To complete assignments on time, we will each have to spend time working on our tasks. We expect this to average about 2 hours per person per week on our individual projects.

Aiden

Free everyday after 5pm.
Free all day Friday.
Free most weekends but, realistically, I'd prefer a weekday.

Emma

Monday-Thursday: Free from 6-9pm
Friday: Free before 2pm and sometimes after 3pm
Weekends: Depends
Unavailable April 19-21, April 26-28, May 3-5

Lupe

Monday, Tuesday, Wednesday – Free after 5pm
Thursday – Free all day except between 3-5pm
Friday – Free all day
Saturday and Sunday – Free all day except at night (7pm)
**Exceptions:

- The weekend of Easter (April 19-21)

Billy

Monday anytime after 4,
Tuesday from 3-5,
Wednesday anytime after 5,
Friday anytime after 4
Free most Saturdays and Sundays
Exceptions- Saturday April 6th and 13th

Dylan

Monday, Wednesday: Free after 5
Tuesday, Thursday: Free after 6
Friday: Free after noon
Weekends are partially available, will change week to week

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

We do not have the technical knowledge to make our application into an Android app, so we have decided to make a website instead. None of us have much knowledge about databases, something that is necessary for our project, so one person is making that their focus. The backend of our website is going to be done in Python, since most of us have taken CS 171 and are currently enrolled in CS 172. Billy is currently enrolled in INFO 153 where he will learn about Python. However, we don't know enough about web development to know how that is going to be integrated yet. We will need to look into how we will be hosting this website as well.Our project will require additional research about databases and Python techniques to improve our understanding about these topics.

TEAM EMAILS

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Billy Carroll

Progress Report

- **Thinking about what kind of programming languages to use on our app or website**
- **Our TA recommended Django**
- **Thinking about what kind of database we would like to use in our project.**
- **We determined our roles for the project.**
- **I was assigned to the role of database administrator alongside Dylan.**

TESTING

Based on new information gained on testing, we are able to integrate basic testing protocols within our definition of “done”:

Unit testing is to be done individually by the person working on the task

Unit - fulfilling the user story

Component- Make sure we can navigate through our program with a series of screens. Checking to make sure all of the navigation paths are working properly, and working in all possible directions.

Systems integration- Systems integration testing involves making sure data correctly flows between all interfaces. It also includes being able to recognize invalid data as errors. Most importantly, integration testing is for multiple interfaces and how they all interact with each other. For our project, we will need to make sure our code properly interacts with our server and database so that our website runs correctly.

Stress- Testing large quantities of users on the application, therefore testing all of the developers at once and see if the database holds up

Acceptance - Acceptance testing is likely to be integrated throughout the development process to ensure that we’re in the direction of reaching our project mission. This type of testing will be performed at major milestones of the project to further confirm heading towards our mission by performing situational tests: this means putting ourselves in the shoes of a hypothetical user and seeing if a process that they would perform works.