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 by displaying the user's full schedule and allowing the user to modify it.

Success is … a website that consists of a properly displayed schedule with the ability for a user to add an event if needed.

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 tasks. We have also agreed to work outside of class on the CLC.

Aiden

Monday-Thursday: Free after 5pm
Friday: Free all day
Weekends: Free most weekends but, realistically, I'd prefer a weekday

Emma

Monday-Thursday: Free from 6-9pm
Friday: Free before 2pm, sometimes after 3pm
Weekends: Depends
Unavailable: April 19-21, April 25-28, May 3-5

Lupe

Monday, Tuesday, Wednesday: Free after 5pm
Thursday: Free all day except between 3-5pm
Friday: Free all day
Weekends: Free until 7pm
Unavailable: April 19-21

Billy

Monday, Friday: Free after 4pm
Tuesday: Free from 3-5pm
Wednesday: Free after 5pm
Weekends: Free all day
Unavailable: April 6, 13

Dylan

Monday, Wednesday: Free after 5pm
Tuesday, Thursday: Free after 6pm
Friday: Free after 12pm
Weekends: Changes 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 be using Django to run our website, so we need to continue to research and learn how to use Django. Our project will require additional research about databases and Python techniques to improve our understanding about these topics.

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.