CI 103 - Team Charter

Complete the information below for your project. This will inform the instructor about how teams are organized and/or changed. Note that team membership changes are subject to final approval by the instructor.

Lab section: 65

Team Number 53

Team Members and Roles

List the full name and user ID of every member of your team. Assign initial roles that team members will play. Team members without specific roles should be assigned as "Developer".

Name	User ID	Role
Andrew Shoffler	aps332	CEO, developer, honorary database manager
Harrison Beerley	hjb48	Product Owner, honorary django developer, honorary graphic designer
Miyo Imai	mei28	CFO, honorary "the rest" developer
Erica Chen	ec875	Scrum Master, honorary "I guess I gotta learn HTML" developer

Scrum LORD: https://scrumy.com/altered08nurture#
Project mission or Anchor statement:
> U-Nite is a website for students in the Philadelphia area to buy and sell unwanted furniture and other items as well as to interact on various themed forums in a safe environment.

Success is …
> Effectively accomplishing a task or goal in a timely manner

Done is …
> Finishing the requirements of the task as set by the group and approved by other members of the team and the results of user acceptance testing are positive.

We work best together when …
> We are together in person and communicate when in person or over our group chat. We expect communication to be snappy, any questions should be answered by the end of the day they are asked at

most. With this in mind, requests of other group members must be considerate and respectful of members and their time (We shouldn't ask another member to finish something at 6 PM by the end of the day).

Team Calendar
Commitment: 2-4 hours a week per person, Monday 8pm-10pm work together

	Mon	Tues	Wed	Thurs	Fri	Sat	Sun
Harrison	After 2pm	After 3pm	After 2pm	After 2pm	All day	Depending	Depending
Andrew	After 12pm	Busy Day	After 3pm	After 5pm	Literally whenever	^	^
Miyo	11am-2pm After 8pm	After 4pm	Before 4pm, after 8pm	After 11am even weeks After 5pm odd weeks	After 5pm	Depends	Depends
Erica	3pm-5:30 pm After 8pm	After 12pm	3pm-5:30 pm	After 11	1pm-2:30 pm Free 1-5pm on even weeks	Free	Free

Identify the open issues and/or technology gaps related to your project: (100-300 words)
　　From the prototype and experimentation we have realized using Django is very useful, but there is a much steeper learning curve than we originally thought. The technology we need is there, with plenty of features we need such as messaging systems and a forum engine, but we will need to take the time to learn how. Django will make it relatively easy to link a database but we do not know what we will do in terms of hosting the website. Django has a feature that will run a "developer" site and we can use that to test and demonstrate the features, but there seems to be no free options for hosting the final site publicly.

Testing:
- Unit testing
  - During task verification
  - After integration of each web page / feature
- Component testing
  - To check each user story if it's complete
  - After initial completion of website
  - Test navigation paths
- Stress testing

- - - After initial completion of website
- User acceptance testing
  - After other testings have been completed