Project Clue-less – Team's Charter

OBJECTIVES AND GOALS

The purpose of Team Clue-Dunit is to leverage the software engineering knowledge, skills, and practices we learn in this course to complete the Clue-less project. We resolve to complete tasks in a timely manner, work to deliver a high level of quality, collaborate where possible, and strive to be respectful to one another in all interactions.

TEAM MEMBERS AND ROLES

- Project Manager – ***Rasa Rasiulyte***
- Lead Programmer / Developer – ***Linh Nguyen***
- Lead Architect – ***George Huber***
- Lead Tester / SQA – ***Kerim Celik***
- Lead Configuration Engineer – ***Troy Holley***
- Presenter / Editor – ***Tag Team***

BIOGRAPHIES

Rasa Rasiulyte is from Seattle, WA. She started her career in 2004 as a software engineer at Microsoft, where she worked on projects such as Movie Maker, Office Publisher, Expression Encoder, Xbox One, and Xbox Backcompat. In 2018, she earned a degree in Application Development from North Seattle College and is now pursuing a Master's degree in Computer Science at JHU. In her spare time, she is an avid reader, traveler, player of sports, and is obsessed with everything about the brain and human potential.

Linh Nguyen is a senior mobile engineer at Kryptowire LLC. In 2012, he graduated with the Higher Diploma in Software engineering from FPT Aptech in Ho Chi Minh City, Vietnam. In 2017, he earned a Bachelor's degree in Computer Science from the University of Maryland College Park. He is currently working as a back-end developer at Kryptowire LLC, a mobile enterprise company based in Tyson's Corner, VA. Linh has experience in software and web development with multiple programming languages including Python, Java, and PHP. He also enjoys working on DIY projects, playing sports (especially soccer), and travelling.

George Huber graduated with a degree in Chemistry-Physics from Albright College in 1981. After spending nearly 20 years in the chemistry industry he changed professions to computer science in 1999, earning a Master's degree in Computer science in 2003 from Monmouth University while working at CERDEC at Ft. Monmouth. In 2011, he relocated to Aberdeen, MD when Ft. Monmouth closed. He continued to work for CERDEV until 2015, when he transferred to a position at Ft. Meade. He also earned a Master's in Applied and Computational Mathematics from Johns Hopkins University in 2019.

Kerim Celik graduated as a computer science major from Carleton College in 2018. He has spent the time since then working in General Electric Healthcare's Edison Engineering program. Designed to expose engineers to

the variety of applications for their knowledge within medical imaging, he has worked on web development, software engineering, and (currently) systems engineering in Waukesha, WI, as well as web/UX design in San Ramon, CA. When free, Kerim likes reading, playing board games, and travelling.

Troy Holley is a software and systems engineer with several years of experience coding in multiple programming languages on Linux and Windows platforms including Python, C++, and Java. He has over 9 years of engineering, management, and computer programming experience in the United States Department of Defense resolving complex technical issues and integrating software and hardware systems including unmanned vehicles, data analysis programs, and self-created GUIs.

COMMUNICATION GUIDELINES

We will use the following principles in order to communicate successfully at all stages of the project:

- High-priority or very time-sensitive issues will be communicated through email to all team members. If necessary, a secondary channel might be selected to perform any follow-up based on the nature of the issue.
- The following secondary channels of communication will be available to all group members:
    - Blackboard team discussion board
    - Blackboard team journal for brainstorming
    - Group tasks tool and Gitlab for tracking progress and logging issues or work items
    - Team Slack channel for rapid back-and-forth discussion
    - Group wiki page and File Exchange for storing important documents or information

CONFLICT RESOLUTION

As a team, we will use collaboration and discussion to resolve conflicts in a respectful and timely manner. First, each team member that would like to contribute to the discussion may do so, starting with those members who are most directly involved. Next, we will discuss facts, assumptions, and underlying beliefs behind each position on the conflict.

If unanimous consensus on the issue cannot be achieved within 72 hours of the discussion starting, we will hold a majority vote to determine the outcome. The voting period will last 24 hours; exceptions to these durations may be made where time conflicts prevent contribution from all team members on critical issues.