

## A Team Kickoff Meeting (Internal)

5/2 & 5/7

# Team Name

Group too

# Team Motto

"That doesn't happen on my machine"

Team Logo

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# Vision Statement

We maintain a relaxed environment while meeting internal deadlines and each team member will have at least one commit a week.

not just done but to a point that we are satisfied with it.

Tyler C - I like what Tyler R said. Meet a couple days a week for an hour or so and work on it, or at least discuss it as a group. We can use discord's stream feature as well to share what we are working on, and to help each other out with any code issues.



Bio: My name is Tyler Cardon. I am 29 years old. I am graduating next semester. I am engaged and will be married on August 15th. I currently work full time at Weber State in the IT department. I provide technical support for campus dining services as well as for the information center at both Davis and Ogden campuses, as well as supporting the university's mobile credential. I also do minimal specialized programming for university services as well as creating and testing images for staff, computer labs and testing centers across both campuses. In addition to my job I have served part time in the Utah Army National Guard for 11 years, and in that time have traveled across the states, jumped out of many an aircraft, and participated in multiple training exercises with US Special Operations.

## **Shaylee Broadus**

**Expectations:** I like the idea Tyler R. had proposed. If we plan to meet to work together, three days a week for one or two hours would be a great idea. I feel there should be a mandatory team meeting once a week to check up and make sure everyone is keeping up well with their load as well as plan for anything that may be coming up. If we were to meet together a few days a week, this meeting could count for one of those days. I expect there to be active communication to keep things running smoothly. If anyone has too much on their plate, or needs help with a bug or section of code, we can easily communicate and be happy to help each other.

**Brief Bio:**

**Hello!** I am Shaylee Broadus, I am 22 years old. I am working on finishing up my Bachelor's in computer science with a certificate in game development. If all goes well, I hope to one day be a part of the teams that make *Uncharted* and *The Last of Us*. Right now I load UPS trucks from 4 a.m. to about 8:30 a.m. and will soon get a second job for the summer. I have liked CS 3750 because I am finally taking the languages I've learned and putting many of them together to create something that can do and show more.

Tyler R. - my vision for this team is that we maintain a relaxed environment while still getting the assignments done and not just done but to a point that we are satisfied with it. I want to meet at least 2-3 days a week for 1 or 2 hours. If more time is required I expect myself and others to put in the necessary effort.

**Brief Bio:**

Hi, I'm Tyler. I'm 21 and am pursuing my bachelors degree in computer science. I enjoy snowboarding, gaming and being around friends. I have my CDL and used to drive semi trucks loaded with shingles. Though nerdy, I play semi-professional r6. I speak fluent French and just started learning finnish. And finally I have a crippling gambling addiction. -Help

**Bio:** Hello, my name is Wesley. I'm 28 years old and I'm currently in my senior year for my bachelors in Computer Science. My hobbies include playing video games, spending time with my friends and hiking. Usually in the summers I work as a wildland firefighter for the forest service and get sent around to different states on active wildfires but this summer I will be doing summer classes and hopefully some personal projects.



My expectations for the team is that everyone will work on their respective parts and that as a whole we will work together to complete our assignments with plenty of time to spare. I agree with everyone on having a relaxed environment where we meet 2-3 times per week and make sure everyone is making sufficient progress and that we are all there to help each other if need be.

## Contact Info

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## Skills

Tyler C - C++ and C# are my strongest languages. I am also moderately comfortable with Python. I can figure my way around SQL pretty easily, but I'm no expert. I know enough about github to commit, use branches, merge and pull requests, and that's my limit there. I stick to github desktop since it does most of that for me. I don't have much testing experience aside from running it and seeing what happens.

Shaylee B- I do best in C++, but have gotten more experience in other languages recently. This last semester for me has had a lot of focus on Javascript, I also have done well with C# during Fall 23 semester. I am quite comfortable with MySQL and sometimes find it fun. I do not have much expert experience with github, but I think if we each have our own part and are communicating we should be able to navigate it perfectly fine. I have little testing experience except for testing my own code passes assignment requirements.

Wesley- Python and Java script are my strongest languages at the moment. I am also pretty familiar with C++ but as of late I've mostly been working with Python so I'd say Python is my main language. I have done plenty of SQL at this point and I'd say I feel fairly comfortable with it as well. The only experience when it comes to testing comes from running my past programs in this class and others. I have not had much version control experience aside from maybe 1 or two assignments.

## Availability

Tyler C - I am available from 6-8pm Monday - Friday, or as early as 1pm on Saturday's. Like I said before, I can be available anytime. I just need to know ahead of time.

Shaylee B- As I mentioned, I work from 4 a.m. to 8:30 a.m. I can be contacted from 3 a.m. to 9 a.m. and 12 p.m. to 6 p.m. I am only available to work from 12-6 Monday through Saturday, but wish to have Sundays free to recover from the week. I think Monday, Wednesdays, and Fridays would be best to meet, I am flexible for times, but maybe 5pm - 6 or 7pm

Tyler R -im free always

Wesley -I will be mostly free in the afternoons from 1-9pm and I can also be available in the morning as well just let me know if you can ahead of time.





# Project Selection

## RV park

### Background Information

- As your team currently perceive it for your project.

1. Why does the client need a software system?

(a) Explain background information including

The Problem Statement for the project your team has selected - As you currently perceive it  
Be as detailed as you can in 2-4 sentences.

The owner of the RV park has done his reservation and payment system manually but with a successful business it has become tedious and inefficient to run the park this way. The customers aren't getting receipts or confirmation numbers and only have access to reservations during business hours.

(b) Address the problem, the domain, and targeted users.

In summary the problem is that the customers do not have complete accessibility or records to their reservations, and the owner is not able to keep a clean track of reservations writing them by hand with a thriving business.

The domain would be for travelers and RV enthusiasts within the DoD. Catering to the Lodging domain.

The targeted users would be people within the DOD or military or those with PCS looking for somewhere to reserve an RV spot.

(c) Mention whether there are any applications or systems that are similar to your planned work.

In previous modules we have completed systems such as an account registration, login, and logout. The report system for the owner and employees to view upcoming reservations is another system we have already implemented in other work. The transaction system would be very similar to the transactions we implemented in our previous system, the banking app.

booking.com is a source for customers to access and create reservations ahead of time and pay online.

recreation.gov is another source to make reservations, more specifically for camping and RVs.

(d) Discuss the limitations of other solutions and how you address each limitation.

One limitation those sites may have is that they are catered to the general public, and may not have access for FamCamp to create their own system as they may be aimed for larger businesses. Having their own custom website could create a place meant specifically for their customers.

(e) Make a proposed solution statement (again, as succinct as possible in 2-4 sentences).

The program will provide a reservation system for the customer to make an account and access and reserve available sites, pay for the reservation, and receive a receipt and confirmation number.

As well as providing a report system for the owner and employees to view upcoming reservations.

4. Submit a link to your team's private (sharable with YOUR INSTRUCTOR) Git Hub Repository.

Your repository should include your team charter document

5. Agree upon a software stack. Although you typically would not "put the cart before the horse" in choosing an implementation technology or framework, until you fully understood all the user requirements (Mod 7) and started the actual design (Mod 8), we want all your team members to all be on the same "technology, programming, and toolset" skill level. Therefore, in this CS FLEX course, we will take the time now to focus on the teams' existing knowledge, skills and individual strengths by selecting the tools, technology and software stack implementation to be agreed upon BEFORE starting the project. This is the complete opposite to how it is done on a real software engineering project. However, the point here is for students to go through the SDLC in a couple of modules without having to find out later the requirements and design do not align with the teams' capability to successfully prototype the project.

#### **SOFTWARE STACK: Node.js and MYSQL**

Once you agree upon a software stack to implement your project:

Demonstrate the technologies with a hello world (placeholder) home screen.

The hello world application must interact with a database (which will also be used in your real project).

All students in the group must be able to use development tools and get the hello world to run on their computer.

6. Finally, set up your Trello account to manage the product backlog

<https://trello.com/invite/b/ikSwg47U/ATTIab5c08ffea9eaf6f47a22b82144e317fD1ECADA6/cs-3750-group-project>