Roles

The team organization model that we have all agreed upon using is the Scrum development model. It is an agile software development framework, such that there is only three different roles in the team, a scrum master, programmer and the product owner. Every member is equal in the team in terms of authority, each member has work that they are able to do at their full capacity.

Authority

Authority within the team is mostly designated to the scrum master, who was David Drouin, he would ask all members what they had done and how they had done it, if goals were reached, and what's to be done for next time. Faisal, Brendan, Andrew, Mark and Yernar are all programmers within the Scrum agile structure. We all would have stand up meetings, and then discuss what we have done and how we all did it. Though Brendan was in charge of documentation, he will check to make sure that documents produced are upto date and of a satisfactory manner. He checks to make sure everyone has completed there documentation and on time also. The authority as mentioned before is for the scrum master who is David Drouin, not complete authority, but authority as in to help us to make sure we do the work, and we know what to do next.

Communication

The team members communicate through various means. Firstly, we swapped phone numbers to allow us to call and text each other, this provides each member with the ability to get in contact with each other (individually) whenever necessary, however, an issue may be that phone contract or signal issues may hinder our communication methods but for the most part this should be a consistent and reliable way to get in contact with members of our team. In terms of a collaborative environment, we will utilize the trac server provided to us on our PSD3 course to keep a wiki of documents and other items complete with a version control log. This means we will have a central station to access any documents/files that we each create together or individually. Tracs one drawback is it is difficult to access outside of the university server, because of this a GitHub repository has also been set up so the team members can access and share projects. We will also communicate via Facebook in terms of Chat and a created group. Here we will be able to have discussions and share information about our project as it happens. Facebook being a widely utilized website means that we can talk and brainstorm in a familiar environment without the need to spend time learning a new system. These online/telecom solutions will provide constant communication. Face-to-Face interaction will be taken care of with our team meeting on a Wednesday for at least an hour, using more time if necessary. We expect to increase the meeting time when we begin real implementation in the second semester and second phase of our team project. Dropbox will be used alongside trac and GitHub to provide access to recordings and minutes of our meetings plus information back-up. Mobile apps for Dropbox make it the most portable solution for meeting minutes on the go and in any situation.