**Introduction to an Engineering Design Group Report**

**Group 4 Members**

Leader : 21700227 노은호

22000255 박동건

22000456 유승준

22000072 김민기

**1. Member Role/Behavior**

Communication -> 김민기

Decision making -> 유승준

Collaboration -> 노은호

Self-management -> 박동건

**2. Team Charter**

**HGU Introduction to Engineering Design Team #4**

**Team Charter**

This charter documents key information regarding a project to be conducted by students at Handong Global University (HGU) enrolled in the HGU Introduction to Engineering Design class. The faculty advisor will be Professor Won Hyeong Lee. The project manager/team leader will be selected at the outset of the project by and from among the members of the student team.

The team agrees to abide by all restrictions and regulations of Group 4 when on site, to place the safety of the client as its highest priority, and to work in accord with HGU’s Honor Code.

**Goals**

The project is assigned as part of the Introduction to Engineering Design class, and the students understand that they are expected to work to accomplish the class’s course goals, and the team’s goals.

The goals of the class is to:

1. Develop an understanding and experience of the conceptual design process;
2. Give the group members experience in team dynamics; and
3. Enable students to learn and perform small group tasks.

The goal of the team is to:

1. Meet the professor’s and HGU course requirements for each assignment;
2. Learn about engineering and engineering design; and
3. Have fun and develop a deeper connection with each group member.

**Deliverables**

The following deliverables will be completed throughout the semester from time to time:

1. the team charter (first team mission) to categorize and manage Team #4’s activities;
2. team missions that will be later allocated to the team; and
3. a final presentation at the end of the semester, which substitutes the final exam.

**Resource Limits**

The team is expected to work an average of two hours per week per team member. Each team member is required to bring or purchase their own resources to complete each project given. It is also advised for group meetings to be held online.

**Other Restrictions or Information**

The team will place the safety of the user above all other aspects in their design activity. The team will hold weekly meetings in Google Meets and other social networks if necessary.

**3.**  **Real Problems the team may experience**

1. Not everyone fulfilling their required work quota/role;

2. Difficult to contact other members of the team;

3. Data that has not been fully understood being used in projects.

4. Failing to meet the deadline due to problems unexpected, or uncooperative behavior

5. Irresponsibly participating in group assignments.