Team G Project Assignment

This document outlines the expectations of Team G for their team project:

**RPG Maker Multiplayer Netcode**

In this project, Team G will developing javascript plugins for RPG Maker MV/MX that will easily allow students to add multiplayer capabilities to their games. Ultimately, the plugins should allow games to connect to a “host” game and affect the gameplay of the host game from the client games. Client games should also integrate with the Formbar to send/receive data that affects the games.

As terms of accepting this project, the team agrees to:

* Follow all school and classroom rules
* Continue to keep their personal grades at a passing level
* Behave in a professional manner and utilize all class time provided to them
* Work with Mr. Smith to analyze program requirements
* Work with the Formbar development team to integrate new features
* Create development goals and track issues using GitHub and KanBan
* Conduct successful code reviews and track changes effectively
* Regularly hit development goals on a weekly basis
* Prepare a deployable prototype by the end of Quarter 2
* Build additional features into the program as they are needed
* Mr. Smith will assist with problems the Team is unable to solve alone

*(This is not a legally binding contract. This is to outline the expectations of the work to be done.)*

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