# **Team Contract**

## **Faculty Advisor:**

Dr. Boyang Wang - wangb9@mail.uc.edu

### Members:

Kyle Van Blaricom (CS) - <a href="mailto:vanblakp@mail.uc.edu">vanblakp@mail.uc.edu</a>
Eric Michalski (CS) - <a href="mailto:michalew@mail.uc.edu">michalew@mail.uc.edu</a>
Ryan Moore (CS) - <a href="mailto:moore3r4@mail.uc.edu">moore3r4@mail.uc.edu</a>
Henry Stiefel (CS) - <a href="mailto:stiefehw@mail.uc.edu">stiefehw@mail.uc.edu</a>

## Meetings:

Our team has agreed to meet regularly throughout the course of the semester on a weekly basis. We will initially plan to meet at 2 pm on Wednesdays each week. Our faculty advisor, Dr. Boyang Wang, has agreed to be available to meet with us around 2 times each month, or roughly every other week. Our group will plan on utilizing the 2 pm timeslot on Wednesday to hold meetings with our faculty advisor, as he is also available during this time.

The topic of our meetings will be to go over what is expected of us in the class assignment that week and gauge the progress and direction of our project. Additional work will be completed by each team member individually throughout the week to ensure we are all meeting the obligated 45 hours per semester goal. This will also alleviate the pressure of finding other meeting times in which we are all available, as the busyness of the college semester leads to limited availability.

## **Project Focus:**

Our project is centered around game development through the use of a game engine. Using the engine we will delegate various tasks to accomplish important aspects that are required for the game.

## Roles:

Each member of our team will play a critical role in contributing towards the success of our semester and year-long goals. While we will all contribute and assist in multiple areas where we are capable, division of responsibilities will ensure we effectively utilize our diverse skill sets. Loosely, the roles of our team members will be as follows:

#### Leader: Henry

Responsibilities: Provide direction for the group, formulate meeting agendas, ensure requirements and constraints are made clear, oversee work being done and assure it is moving towards a resolution.

### Timekeeper: Eric

Responsibilities: Monitor work being done in relation to time spent, ensure sufficient time is provided to discuss meeting agenda items, initiate conversations regarding the time complexity of jobs to be done.

### Scribe: Ryan

Responsibilities: Take note of meeting discussion points and keep formal record of decisions and ideas.

### Facilitator: Kyle

Responsibilities: Help the team focus on the task at hand, push the group towards decisions and possible solutions, encourage team members to share their ideas and preferences in regards to group projects.