Appendix

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## Previous Team Roles

Between Projects 1 and 2 we left the team roles relatively unchanged. However, Project 3 we decided to shake things up a bit. Below are the team roles for both Projects 1 and 2.

### Jordan Carney

Jordan’s roles include **Technical Writer** and **UX Designer**. As a technical writer, Jordan is responsible for polishing up the team’s writing to make it flow as though one person has written the entire document. As the lead UX designer, Jordan takes charge of designing a very usable and fluid user experience for students accessing myBanner. As the designer, Jordan is not necessarily responsible for programming the user experience in any way, and instead should focus on coming up with good design principles that the Prototype Programmer can utilize during the actual coding phase.

### Caleb Gomer

Caleb’s roles include **Lead Graphic Designer** and **Lead Tester**. As the lead graphic designer, Caleb dictates how the graphical user interface should appear to the end user. This comes down to the colors, CSS styling, fonts, and images/icons used for the end product. As the lead tester, Caleb is responsible for making sure the product has use cases and unit tests that can adequately test the product during integration testing for any defects before it goes out the door.

### Jason Tierney

Jason’s roles include **Technical Lead** and **Prototype Programmer**. As the technical lead, Jason is responsible for making sure all technical aspects of the project flow together. As the prototype programmer, Jason is responsible for producing a usable prototype for demonstration purposes. At a minimum, this role requires some UI coding and possibly mockup backend coding to demo the UI.

### Nick Workman

Nick’s roles include **Senior Project Manager** and **User Interaction Designer**. As the project manager, Nick is responsible for coordinating deadlines and team meetings and ensuring each team member is on schedule for his required task(s). As the user interaction designer, Nick is responsible for designing a fluid experience for the end user by making sure the graphics designer and UX designer work together in a coherent manner.

## Team Rules

We decided on the following rules for our team:

* If a member misses a meeting without an excuse we address this in our team evaluations.
* Group meeting every Friday - every member must attend, unless an unforeseen circumstance occurs. These meetings are used to brainstorm/start working on projects/as status meetings to see where everyone stands. Thus, these meetings are vital for every group member to be present. To facilitate brainstorming, f’real shakes are mandatory at every meeting.
* Must use Microsoft Word to format documents. (Google ~~Docs~~ Drive SUCKS!)