Team Charter

MYSTERY GANG

Roles & Responsibilities:

Project Manager:

- Meetings: set weekly agendas, run meetings, take notes, summarize action items
- Deadlines: Track due dates for deliverables (charter, vision, plan, SRS, Design, Demos)
- Editor: Review all documents before submission (grammar, formatting, completeness)
- Point of Contact: Communicate with professor if issues/questions arise
- Organize Presentations: Create presentation, decide who speaks, order, timing
- Main deliverables: Charter, Project Plan, all editing/final review

Lead Architect:

- System Design: Decide how the game will be structured (client-server, subsystems, communication)
- Subsystems: Define what each part of the system does (e.g., server = game state + logic; client = user interface
- Diagrams: Draw subsystem diagrams, sequence diagrams, class diagrams for Design document
- Skeletal increment: lead the creation of the framework (ensure subsystems talk to each other, even if logic is stubbed out)
- Technical Advisor: Assist programmer and SQA understand how the pieces fit together

Programmer/Configuration Management I & II:

- Game logic: implement Clue-less rules (movements, suggestions, accusations, winning/losing
- Coding standards: set conventions for code style, structure, and testing
- Core Features: Deliver essential functionality for minimal increment (first working prototype)
- Team support: Guide others in coding tasks (so Architecture/SQA/CM can also contribute)
- Performance: Ensure the game runs smoothly without crashes
- Programmers ensure the rules and gameplay work
- Maintains version control rules (branching, merging, backups)
- Tracks final versions of PDF for submission
- Ensures all demos and docs are stored consistently
- Main Deliverables Influence: Project Plan (configuration management), all deliverables (repo organization)

Tester:

- Test strategy: Write how testing will be done in the Project Plan (manual vs. automated)
- Test Cases: Create test cases for each feature (e.g., “Player in hallway must move into one of two rooms”)
- Increment Testing: Run tests on Skeletal, Minimal, and Target increments
- Bug reports: Document problems and work with programmer to fix them
- Quality Assurance: Ensure final demo works smoothly with no obvious errors

Team Member Bios:

Harrison M. Levine
[Project Manager]

I hold a Bachelor of Science (BS) degree from the University at Albany, SUNY and a Juris Doctor (JD) from Roger Williams University School of Law. I am a registered US Patent Attorney with experience working with software and AI-related technologies. My practice includes drafting and prosecuting patent filings before the United States Patent & Trademark Office (USPTO), advising clients on IP strategy, and supporting litigation matters involving cutting-edge software related technology innovations. I am licensed to practice law in New York and Connecticut.

A fun fact about me is that I am passionate about music of all kinds, from classical composers like Beethoven and Mozart to heavy metal, pop, and rock.

Ayush Goel
[Lead Architect]

I am currently working in a pharmaceutical supply chain. My background is in Biomedical engineering and currently will be focusing on bioinformatics during my masters. I am looking to pivot back into R&D and look to continue building my skills. I have experience in R, Java, and python. I have been taking pre-requisite classes through Johns Hopkins and have been looking forward to continuing my education.

Something Unique about me: I am interested in investing and look to maybe use some of the skills I learn here to build tools for investing. I am also a fan of Tennis and F1 racing. I hope to attend every major open and F1 races.

Sienna Radifera
[Programmer/Configuration Manager I]

I currently work as a technical associate in the Early Childhood Cognition Lab at MIT. My role includes organizing and analyzing large data sets of ongoing research projects as well as supporting the Children Helping Science platform (childrenhelpingscience.com), our online lab. I've recently been writing a data analysis pipeline to process video data collected for a study assessing how infants understand physical principles (gravity, inertia, support). Before my current position, I was the lab manager and doing some administrative work for the CHS platform.

Prior to my work at MIT, I received my Bachelor of Arts (BA) degree in Psychology from Boston University. Alongside my major, I studied computer science and data science through psychology research. With a growing passion for CS, I am now pursuing a Master's in Computer Science with a focus in Data Science through Johns Hopkins University.

I am currently based in Washington, D.C. where I grew up prior to my undergrad in Boston and lab managing at MIT. Outside of work, I enjoy producing music, teaching myself and others how to play different instruments, long walks, and exploring nature

Ziyu (Yvonne) Lin
[Programmer/Configuration Manager II]

I'm Ziyu (Yvonne) Lin, a Data Scientist with a little over two years of experience in data analysis, machine learning, and deep learning. My work spans the full data pipeline, from processing raw data and building machine learning or deep learning models to creating dashboards that turn insights into actionable decisions. Recently, I've been working on deploying a model through a lightweight website for a focused user group.
My academic background is in FinTech, where I first gained my foundation in data science, including machine learning and basic deep learning and all the data analysis skills. I am now pursuing this Master's degree in Computer Science to transition my career toward software engineering while also deepening my knowledge of advanced deep learning techniques. I specialize in Python at work, and I also work with Java, JavaScript, HTML, CSS, and Node.js. Alongside my professional work, I'm

Outside of work, I live in the Greater Boston area and love exploring the world. Traveling and experiencing new cultures and cuisines inspire me, and I'm also passionate about staying active. Skiing is my favorite sport, but I also enjoy kayaking, hiking, tennis, ice skating, dance, swimming, and music.

Daniel Zhu
[SQA/Tester]

My name is Daniel Zhu. I have a BS in CS/Math from University of Maryland College Park and have been working in Cloud DevOps for around 2 years. I'm taking this course as part of my master's at JHU to take advantage of the education credits that my company offers. I have professional experience utilizing Python, Bash, and AWS, with project experience with R, C, SQL, and Java. I also served as project manager for an undergraduate research team, Team DEBIAS, at the University of Maryland.

Fun fact: I've played piano for over 10 years and have helped out with my teacher's nonprofit - my most recent work with them has been developing an automation system to handle SSL forms that document the hours for each of the student volunteers.

Decision Making/Communication

The team will be meeting at least once a week for a checkpoint to review progress on the project. During these meetings we will have an agenda where we discuss the work we would like to complete, the current state of the project, who will finish individual tasks, and see if anyone needs support. In addition to these checkpoint meetings, individual team members may meet in order to collaborate on tasks. The project manager will present the available options for team decisions throughout the meetings. After discussion, decisions will be made through voting, with the majority vote determining the outcome. Additionally, we will be using a Teams chat for communications needed between our weekly meetings (e.g. announce changes to the Git repository, asking questions, etc.).

Conflict Resolution

Conflicts will be addressed through open and respectful communication. Every member is encouraged to voice their perspectives and concerns in a constructive way, with the shared goal of reaching a consensus that supports the project's objectives. Decisions will be made by a majority vote (3 out of 5 must agree on a decision). If there is a deadlock where no more than 2 people can agree, we can vote on two of the decisions and then hold another round of voting with just those two options.

Failure to Participate

I. In the event a team member fails to participate in a meeting/complete their work, that member must communicate the reason to the team as promptly as possible. In no event shall such communication be delayed longer than seven (7) days, nor beyond the point at which the delay would cause the team to miss a project deadline, whichever occurs first.
II. Upon timely communication, the team shall, *inter alia*, redistribute the work as necessary to account for the absent team members.
III. Notwithstanding the foregoing, if a member fails to provide reasonable communication and such failure extends to the earlier of:
    i. seven (7) days; or
    ii. the point at which the failure causes the team to miss a deadline,

    that member shall be removed from the team, and the professor(s) shall be promptly notified.