

# We Be Daves Team Charter

- team project for CSCI 265
- team: We Be Daves
- members: Dave, David, Davey, Duhyve
- project: See a Neevle, Hear a Neevle

# Goals and philosophy

- learn more about game design, development!
- learn from one another!
- support each other!
- create a blameless culture, don't be afraid of making mistakes!
- listen to each other!

# Roles and responsibilities

- every role has a lead person and understudy
- understudy helps with day to day tasks and is there to take over the lead if the need ever arises (temporarily or permanently)
- everyone is in charge of some things and an understudy for others, get a wide spread of knowledge in the team

# Preliminary roles

- Dave: organizational lead, version control lead, presentation lead, development understudy, user guidance understudy
- David: development lead, organizational understudy, user interface understudy
- Davey: user interface lead, user guidance lead, version control understudy, puzzle/plot understudy
- Duhyve: puzzle/plot lead, testing lead, presentation understudy, testing understudy

# Knowing what we're all doing

- every weekly meeting begins with each person giving a 3 minute update on
  - what they've been working on
  - what they're going to work on next
  - what problems they've encountered, resolved or anticipate
- we all know what's going on
- if someone is overworked or underworked we can adjust right away (not wait for things to get worse)

# Meetings and communication

- weekly meeting time on Mondays, with shorter check-in meeting on Fridays
- team organizational lead will send out meeting agenda 48 hours in advance, leads in the appropriate areas are expected to prepare to speak to that week's meeting topics
- organizational understudy will take notes during meeting to post to team discord (we have a record what was discussed and what decisions were made)
- prefer everyone attend in person, but zoom option where needed
- asynchronous communication through team discord (with text/email if needed)

# Deadlines and deliverables

- plot out the week's work in the Monday meetings, update in the Friday check-in meetings
- each individual will have their portions of any deliverable complete 48 hours in advance of the course deadline, so there is time to put everything together and deal with issues before the submission and presentation deadline

# Conflict resolution

- we want to stress openly talking things out and listening to one another
- team votes when we cannot reach unanimous agreement
- tie-breaking vote goes to whichever person has the lead role in the relevant area
- if issues still cannot be resolved then we will bring instructor onboard to discuss



# AI policies

- some team members reluctant to have our IP entered into an AI or to use AI-generated content in our product
- team has unanimously agreed to only use AI for investigatory applications, e.g.
  - exploring language features, tools, technologies, etc
  - learning correct use of various language/tool features
  - investigating possible causes of error messages (but without copying any of our code into the AI)

# Team strengths and weaknesses

- we're all avid gamers and actively want to explore game design and development
- we have a decent mix of coding skills, artistic skills, and puzzle/plot ideas
- but none of us have ever actually designed or built a game, much less a multiplayer game
- and none of us have any real experience in software testing or project management
- ***fingers crossed but we're cautiously optimistic!***