

Communication Processes

Messaging (within team)

- All through Slack in the relevant subchannels
 - i.e. technical developments/problems/questions goes in the “tech” channel

Contact with Sponsors

- Right now, through email only
- Hope to incorporate weekly phone check-in
- This will be further defined during our sponsor call on Friday

Code tracking/communication— “collecting assets”

- Official “Team deliverable #1” code document established, where “final” code is compiled
 - Commitment to create docstring at top, comment code so that others can understand it and help debug if needed
 - Future deliverables will have separate Collab files
- Scratch code work done separately offline for now. This may change as we learn more about the functionality of Google Collab in the coming weeks

Division of Labor

Roles:

- Devon Goetz: Team Lead
- Simran Pabla: Technical Lead
- Zack Kopstein: Communications Lead
- Claire Wichman: Team Member

Subteams:

- Since our team is so small, we don’t foresee the need to divide up into permanent subteams
- Instead, “subteams” will be defined on a deliverable to deliverable or week to week basis as needed
- Currently, we have all team members taking a different technical aspect for Team Deliverable #1
- We are also planning to work simultaneously on Team Deliverable #2, and will be dividing out teams and tasks for that after we meet with subject matter experts.

Team Skillsets:

- Using our User Guide, we had a discussion to understand individual skillsets which helped to define our communication structures, as well as informed who would be our leads

First Week Tasks:

- Outlines of individual tasks can be found on our week by week semester schedule, attached in this strategy deliverable
- Specifically, we have the following tasks lined up:
 - Claire: identify how many mistakes are made per inning
 - Devon: classify and count mistakes that are advantageous for the offense vs. defense
 - Simran: identify how many runs are scored per inning, correlate with mistakes made
 - Zack: quantify “state” of each pitch