Pool Three: the Full Stack Pool: In addition to the Description, above, the quoter must demonstrate that they followed the [U.S. Digital Services Playbook](https://playbook.cio.gov/) by providing evidence in the repository. The README.md file should also make reference to the following for Pool Three Full Stack:

1. assigned one leader and gave that person authority and responsibility and held that person accountable for the quality of the prototype submitted.
2. assembled a multidisciplinary and collaborative team that includes at a minimum five of the labor categories limited to the Design Pool, Development Pool categories to the full stack (i.e., Design and Development) as quoted in Attachment C. The quoter’s proposed mix of labor categories and level of effort for its working prototype, as reflected in Attachment C, shall be evaluated to assess the quoter’s understanding and capability to supply agile delivery services.
3. Understand what people need, by including people in the prototype development and design process
4. Used at least three “human-centered design” techniques or tools
5. Created or used a design style guide and/or a pattern library
6. Performed usability tests with people
7. used an iterative approach, where feedback informed subsequent work or versions of the prototype
8. created a prototype that works on multiple devices, and presents a responsive design
9. used at least five modern and open-source technologies, regardless of architectural layer (frontend, backend, etc)
10. deployed the prototype on an Infrastructure as a Service (Iaas) or Platform as Service (Paas) provider, and indicated which provider they used. k. wrote unit tests for their code
11. setup or used a continuous integration system to automate the running of tests and continuously deployed their code to their IaaS or PaaS provider.
12. setup or used configuration management
13. setup or used continuous monitoring
14. deploy their software in a container (i.e., utilized operating-system-level virtualization)
15. provided sufficient documentation to install and run their prototype on another machine
16. prototype and underlying platforms used to create and run the prototype are openly licensed and free of charge evaluation