

Fit X  
Fall 2023  
Group 9

Aidan Monahan  
Alexander Tapia Tellez  
Ari Key  
Chase Blackwell-Robertson  
Christopher Ramos

9/4/2023

## Resumes

Alexander Tapia Tellez

Education: GSU Bachelor in C.S

Skills: Java, C, Kotlin, HTML, PHP

Work Experience: FedEx: Material Handler, Amazon: Warehouse Worker

Ari Key

Education: GSU B.S in Computer Science

Skills: Java, Python, C#, Javascript, SQL, HTML, CSS

Work Experience: GTRI: Aircraft Protection Systems Software Co-op

INPO: Programmer/Analyst Co-op

Aidan Monahan

Education: GSU Bachelor in C.S.

Skills: Java, Python, C, C#, Assembly, HTML

Work Experience: Papa John's - Delivery driver, Country club of the South - Food runner

Christopher Ramos

Education: GSU Bachelor in C.S.

Skills: Java, Assembly, HTML, Java script, CSS

Work Experience: Chick-Fil-A - crew member

Chase Blackwell-Robertson

Education: GSU B.S in Computer Science

Skills: Java, Python, C, Javascript, SQL, HTML, CSS

Work Experience: I.T. Specialist for Army National Guard, Network technician for Six Flags,

Website Manager/ Developer intern at Technology Transfer Consultants

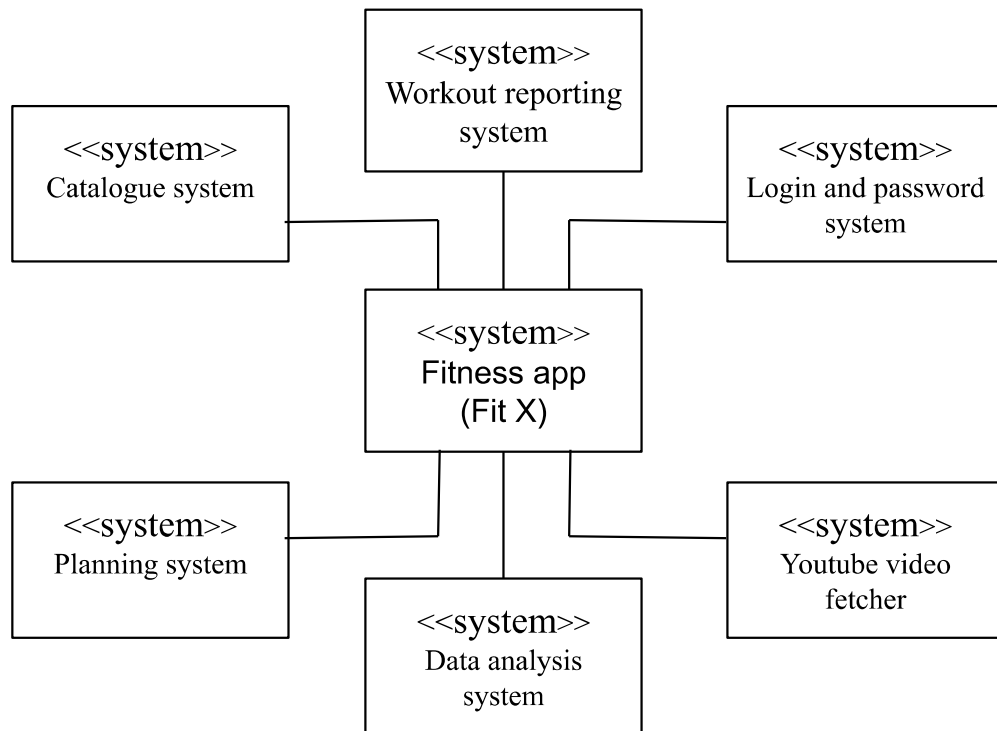
## Planning Table

Name	Email	Task	Duration	Dependency	Due Date	Evaluation
Aidan	amonahan1@student.gsu.edu	System requirements and Resume	2hrs	None	9/4/2023	100%
Alex (Coordinator)	atapiatellez1@student.gsu.edu	Report and Resume	2hrs	None	9/4/2023	100%
Ari	akey8@student.gsu.edu	Problem Statement and Resume	2hrs	None	9/4/2023	100%
Chase	cblackwellrobertson1@student.gsu.edu	Teamwork Basics and Resume	2hrs	None	9/4/2023	100%
Chris	cramos14@student.gsu.edu	Teamwork Basics and Resume	2hrs	None	9/4/2023	100%

### Problem Statement:

Our product is a fitness app for people who want to improve in their sport and/or their lifestyle. It is made to resolve the problem of people not having access to fitness content/resources or don't want to spend time researching various forms of workouts and/or healthy habits. The expensive alternative is having a private trainer which not many people can afford, which is why this app is worth creating as it allows the user to have a form of trainer in the palm of their hand. The objectives that we strive for are enabling easy access to workouts for specific sports and also allowing the regular person to use the app for their workout/wellness needs. Our competitors are similar apps such as FitOn, Adidas Training, and Burn.Fit and our approach to creating this app that is different from these is that our app will have specific workouts made for sports to ensure growth while also having a section for a regular person to use the app. What is interesting about this is that it is built on an android system and uses various systems/modules such as a login system to create a simple yet efficient fitness app.

## System Requirements:



### Teamwork Basics:

**Work Norms:** Work will be distributed with agreement from all team members. This will ensure that everyone believes the workload is distributed evenly. We will agree on deadlines and if a team member falls short of meeting that deadline then that team member must do extra work decided by the other teammates. This will keep the project on track to be completed on time. Each team member will check the quality of the other team members' work to make sure that the project is being successfully completed. If we have different opinions on the quality of work then it will come to a group decision and it will be based on a vote where the majority wins. If the majority votes that the work is not of good quality, then the team member must work on it until the majority believes it is good quality. The team member whose work is being questioned does not have a vote unless there is a tie between the other team members.

**Example:** During a class project, one team member struggled to meet the deadline for their research assignment. We decided as a group that they needed to do additional work to catch up, specifically by creating extra content for the presentation. This helped us stay on track to complete the project on time.

**Facilitator Norms:** We will all act as facilitators. With this being said, we will all focus the team on the task, keep the team to its agreed-upon time frame, help team members confront problems, and suggest alternate procedures when the team is stalled. If there comes a point in time where there must be only one facilitator, then it will come to a majority vote where no one can vote on themselves.

**Example:** When our team faced a conflict during a brainstorming session, we collectively decided that one person should facilitate the discussion. We held a majority vote, ensuring fairness in selecting the facilitator.

**Communication Norms:** Communication will happen through discord as that is the agreed-upon medium. Communication should happen throughout the entire process of the project. We will communicate problems we are having with the project, deadlines, work distribution, quality of others' work, and ideas.

**Example:** In a class project that spanned several weeks, we primarily communicated through Discord. We made it a point to discuss any problems we encountered, share updates on our individual tasks, and provide feedback on the quality of each other's work. This consistent communication helped us stay informed and address issues promptly.

**Meeting Norms:** We will discuss as a group when meetings should be and we will try to accommodate everyone's schedule. If that is not possible, we will meet when the majority of the team members can attend. If a team member is missing multiple meetings because of their schedule, we as a team will discuss a solution to accommodate that team member. We will communicate through Discord all the information that was discussed in the meeting to the team members who missed that meeting. If a team member is intentionally skipping all meetings then the rest of the team will discuss and vote on how they should move forward.

Example: In one of my classes, scheduling meetings that accommodated everyone's availability proved challenging. We agreed to meet when the majority of team members could attend. For the member with conflicting schedules, we discussed solutions to ensure their participation and shared meeting minutes via Discord. This approach kept everyone informed and engaged.

Consideration Norms: For in-person meetings, smoking is not allowed. If you need to smoke, it should be away from the group. Everyone in the meeting should actively participate which will help prevent someone from dominating the conversation. If a team member is having an issue with what is being said, another team member, or anything that is project-related, then they should state their issue in a professional way. Other team members must listen to the issue and respond in a professional way.

Example: During a group project, we established a norm that prohibited smoking in the meeting space. If someone had an issue with the project or a team member, we encouraged them to express it professionally. This created a respectful and open environment for discussing concerns.

Hints for Handling Difficult Behavior: If someone is over-talkative, divert the conversation to someone else after they are done talking. If this behavior occurs often then it is best to talk to this person in private and discuss how their enthusiasm is appreciated but everyone's ideas and opinions matter. If someone is too quiet, make an effort to include this person in the conversation. If someone argues and it is hurting the team's progression or productivity, it is best to bring it up to them and let them know that their actions are hurting the team. If someone is complaining, listen to what they are saying and if it is a legitimate complaint, set time aside to solve it. If it is not, discuss with them why you don't believe it is a legitimate complaint and try to come to an agreement. It is important to note that when dealing with difficult behavior, it is always best to address it in a professional way to prevent severe conflict.

Example: In a group project for a class, a team member consistently dominated discussions, making it challenging for others to contribute. Following our norms, I privately discussed the issue, appreciating their enthusiasm but emphasizing the need for balanced participation. We agreed to implement a turn-taking approach, fostering a more inclusive and productive team dynamic.

Hints for Handling Group Problems: Groups are often not productive in the beginning because everyone is just getting to know each other. It is best to create a list of tasks for everyone to do to ensure the progress of the project is moving forward. If discussions go off-topic for too long, try to bring the discussion back to the project. You can do this by saying something like "What else needs to be done again?" If someone is eagerly trying to make a decision about the project, it is best to ask the group if everyone is ready to move forward with the decision. If feuding is a problem between group members, we must resolve it as quickly as possible. Feuding between group members can hurt the progress of the project if not dealt with. Ignoring and ridiculing other group members should not happen and it can cause feuding between group members. The best way to avoid this is to make sure you are involved and talk to every group member. If a group member falls short of doing their assigned task or refuses to do their task, it

is important to talk with them. It's important to talk to them directly and explain how their actions are hurting the team.

Example: In a group project, we faced initial productivity challenges due to unfamiliarity among team members. To address this, we established a clear task list to maintain project progress. Additionally, I steered discussions back to the project when they went off-topic, ensuring we stayed focused on our goals and timelines.