

Unit 1 Project: Team foundations Group 5

Instructions

The purpose of this assignment is to create a Team Agreements document to set expectations for your group as you collaborate on the final project. Think of this document like a roommate agreement. You want to collectively decide on the best ways to interact as a team and anticipate problems before they occur. Once you've written the Team Agreements document together, each team member needs to acknowledge the agreement by writing their name and initials to "sign" the document.

Part 1: Team Agreements document

Create a PDF with the following requirements:

1. Team name and naming rationale

Team name: Fantastic four

Naming Rationale: It just stuck lol. <- Someone else wrote that. My rationale was that we are glorious and deserve a glorious name.

2. Team member photo and biography

- Include one photo and biography paragraph per person
 - Each biography should be a minimum of 200 words
 - Each biography should include a short introduction about who you are and what prior knowledge you're bringing to the class

Photo and Biography

Amari Coleman

I'm a CS Sophomore at Morehouse College in Atlanta. I've been trying different things and figuring out what I want to do, but my ultimate goal seems to be game development and design. I've done a lot of 3D modeling for games, mainly Roblox, which was nurtured by my love for the artistic styles of games like World of Warcraft and League of Legends. I'm currently focusing on exploring my passion in machine learning, robotics, and network security, and I hope to do as much as I can before eventually transitioning into game development. I'd like to start my own studio someday!





Stephanie Adeoye: Sophomore CS major at MorganState. I love exploring new places, vlogging on youtube and learning new things. My favorite part of tech is mostly front end development, and I'm trying to get more into full stack development. I love building side projects to solve my problems.

Matteo Morais



I am a Computer Science student at Florida International University (FIU). I am originally from Italy, but after finishing high school, I decided to move to the United States to start a new chapter of my life. I settled in Miami, where I currently have a very busy schedule. I work full-time for the City of Miami Beach Ocean Rescue Division while completing my degree.

I used to be a professional water polo player back in Italy. Because of that experience, I know how to work hard and stay disciplined. I still love working out and I am always ready to accept a new challenge.

I have been interested in software development since I was young. I believe computer science is the most important foundation for the future. Currently, I am building my technical skills through my university courses. I still consider myself a beginner, but I have successfully completed advanced Java courses and a design project on Figma. I am dedicated to learning more and starting my career in technology.

Kevin S.Beltran Pena



I am a software engineering sophomore at the University of Puerto Rico at Mayagüez (UPRM). I see this stage of my life as a time to do what I love and to explore more deeply the world of software, discovering the area I want to focus on in my future career. I am particularly interested in software and technology because I enjoy problem-solving and understanding how things work behind the scenes, especially through programming. I work with Python, Java, and C++, and although it can be challenging at times, I enjoy the process of making mistakes, learning from them, and gradually improving my skills.

Outside of academics, I strive to maintain a healthy balance between school and my personal life. Playing the guitar and building LEGO sets are some of my hobbies, and spending time with my loved ones is very important to me, as it keeps me grounded and motivated. Overall, I see myself as someone passionate about software, eager to learn more about the field, and excited to explore and define the area I want to focus on in my future career.

3. Team expectations and agreements
 - With your team, collaborate to create a table similar to the one below to answer the 13 questions and agree on expectations.
4. Team signatures
 - Each team member must “sign” the agreement by writing their name and initials

#	Question	Team Agreement
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1	<p>What are our team goals for this project and the class?</p> <p>Learn as much as you can, be dependable, and get good grades. Being patient, and also doing your part.</p>	Stephanie Adeoye Matteo Morais Kevin Beltrán Peña Amari Coleman: AC
2	<p>What are each of our strengths? (note: include any strengths, not just technical CS knowledge)</p> <p>Amari Coleman: I can code. I like to meet people where they are.</p> <p>Matteo Morais: hard worker</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC Stephanie Adeoye
3	<p>How will we communicate with each other?</p> <p>Online group chat via imessage online meeting</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC Stephanie Adeoye
4	<p>How quickly should we expect to hear back from each other?</p> <p>As quickly as possible. Less than 24 hours from receipt</p>	Matteo Morais Kevin Beltrán Peña Stephanie Adeoye Amari Coleman: AC
5	<p>What day/time in the week will we meet every week?</p> <p>7:30 PM on Saturday</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC Stephanie Adeoye
6	<p>What are our rules for our weekly meetings?</p> <p>Cameras on, give project updates</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC Stephanie Adeoye
7	<p>How will we run the meetings?</p> <p>Recap on our previous tasks, address any concerns, set out plans for moving forward with the project.</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC Stephanie Adeoye

8	<p>What should we each prepare before each weekly meeting?</p> <p>Give updates on our previous tasks, ask for help with any roadblocks, d</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC
9	<p>When we get a group assignment, how will we divide the work? What if there is an unequal load of work in an assignment? How will we rotate roles through the class (eg. team leader, notetaker, who submits the assignment, etc)?</p> <p>If a teammate needs help with an assignment's workload then they should feel inclined to ask for help. Teammates should generally have designated roles that cover different areas.</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC Stephanie Adeoye
10	<p>What will we do if a member cannot work for a specified period of time due to an unforeseen circumstance? How will the team react? How will the team get the work done?</p> <p>Make sure the Instructors are aware of it. Try to compensate for the gap in progress by filling the space ourselves.</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC Stephanie Adeoye
11	<p>How do we collectively decide when to submit group assignments?</p> <p>We come to an agreement on when an assignment should be due. This can be discussed in meetings or through text.</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC Stephanie Adeoye
12	<p>What are our group's rules about using genAI? Remember that each teammate is responsible for their own work, whether genAI is used or not.</p>	Matteo Morais Kevin Beltrán Peña Amari Coleman: AC Stephanie Adeoye

	(my suggestion) As long as you can fully understand and explain whatever you generated I think it's fine. It shouldn't break anyone else's code either.	
13	What happens if one of us breaks the rules in this agreement? Public execution :)))	Matteo Morais Kevin Beltrán Peña Stephanie Adeoye Amari Coleman: AC