# Team name and rationale:

- Spaghetti crew: We are the Spaghetti Crew because of our interest in food and the love for it that brings us together.

Team Members:

Jonael J Garcia Rivera

My name is Jonael Jose Garcia Rivera. I am in my third year of Computer Science and Engineering at the University of Puerto Rico - Mayagüez. I became interested in programming during my last year of high school when I chose to pursue a career in technology. Since then, I have been passionate about technology and software development. Currently, I am part of a research group focused on game development called CGS, where we create GameJams, develop game assets, and explore different aspects of game design. Through this experience, I have improved my skills in Godot, game mechanics, and collaborative development. Additionally, I am part of a team of programmers working on a startup application called MiUni (it's like "my college"), which is designed to help university students manage their academic and social lives more effectively. This project has given me experience in mobile app development, teamwork, and problem-solving. On a less technical note, I am a member of the Student Orientation team, where we assist new students every semester by guiding them through their enrollment process, answering their questions, and helping them feel comfortable on campus. I enjoy working with others and contributing to my university community.
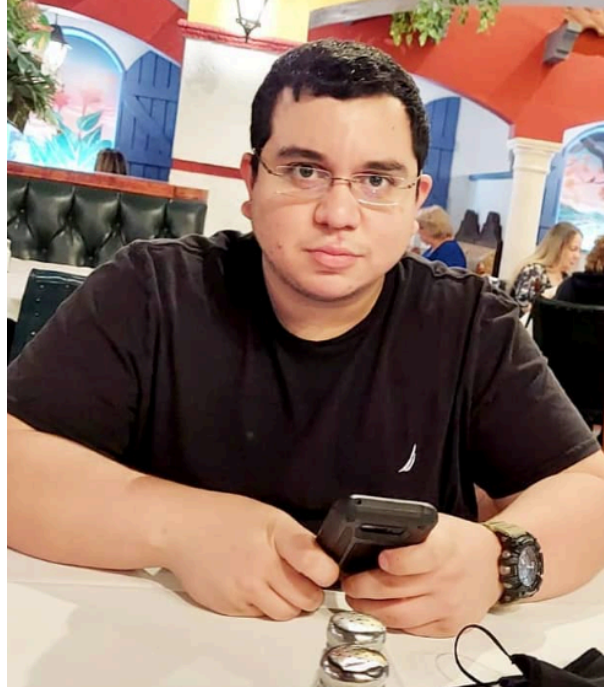
Juan Alvarado

       My name is Juan Alvarado, and I am a junior majoring in Computer Science at Florida International University. My biggest passion is understanding how things work, and I have a huge love of learning. Last year, I attended ShellHacks, the largest hackathon in Florida, which was also hosted at my school. There, I led a group of four other students to create a web application. As a Java Tutor at the same university, I have developed strong teaching and communication skills through helping students better understand the basics of object oriented programming.

       I also serve as a board member and officer of "AI @ FIU", my university's artificial intelligence club. Throughout the semester, we host industry speakers who present on AI and LLM developments. I am also a member of other student clubs like INIT FIU and am also a member of Colorstack. On my off hours from school, I volunteer on a weekly basis when possible every Sunday at Camillus House, my local homeless shelter.

Loie White

My name is Loie White. I'm a student at Spelman College majoring in Computer Science with a minor in Interactive Media. I'm an alumna of the Girls Who Code and Kode With Klossy summer programs. I have gained knowledge from app development, web development, and data science course curriculums. These project-based programs have given me valuable insight into the prototyping and build processes for apps and websites.

I was a programmer on my high school robotics team for two years. I worked on various autonomous and driver-controlled programs. Additionally, I took on the role of videographer. The role was a fun way to apply more creativity to my work in the club. One video I produced won the First Tech Challenge Compass Award at our inter-league tournament. Doing robotics taught me the importance of documentation and following efficient routines.

At Spelman, I am part of our school newspaper The Blueprint. I have been the Web Editor for our site since freshman year. I maintain the website and update for each issue, uploading web-exclusives in between issues. On The Blueprint, I collaborate between teams, contributing to the final depiction of the organization. The Web Editor role has taught me how to apply visual design principles and HTML/CSS outside of the classroom.

Our Team Agreement

1. What are our team goals for this project and the class?

   a. Being able to deliver a completed project.

   b. Learning a new technical skill.

   c. Reinforcing our knowledge in the Python programming language

2. What are each of our strengths? (note: include any strengths, not just technical CS knowledge)

   a. Jonael: Organization, Game Development, Version Control, Video Editing, Teamwork

   b. Loie: Visual Design, Writing, Planning, Reflection, Problem-Solving

   c. Juan: My knowledge of OOP Principles, organization and management skills, plus my ability to make friends with others easily.

3. How will we communicate with each other?

   a. Discord chat and Google Meet

4. How quickly should we expect to hear back from each other?

   a. 3 - 6 hours

5. What day/time in the week will we meet every week?

   a. Thursday at 3:30/4:30 (depending on time zone)

6. What are our rules for our weekly meetings?

   a. Punctuality (or a valid excuse)

7. How will we run the meetings?

   a. Mention a short summary of what you worked on during the week, organize a to-do list, and discuss the remaining work.

8. What should we each prepare before each weekly meeting?

   a. Make sure you worked on your portion of the week's tasks.

9. 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*)?

a. The required work will first be assessed and then divided equally amongst group members. Tasks will be assigned based on team members' declared skills and their preferences for specific parts of the project.

b. If there is an unequal workload due to a member's absence or other unforeseen circumstances, the remaining members will reach an agreement on how to divide the absent member's responsibilities.

c. We will rotate roles with each new project submission. Each week, a different team member will serve as Team Lead, with leadership responsibilities transferring to another member the following week. If one member wants to remain in a certain role then they have to have the mutual approval of the other group members. This system ensures an equitable distribution of responsibility within our group throughout the entire project duration.

10. 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?

a. The team member should explain their situation and why they're unable to work. The remaining members will split their work, rethinking the team goals if necessary.

11. How do we collectively decide when to submit group assignments?

a. The team reviews the work to be submitted, and once they agree that the work is complete, a member is selected to submit it.

12. 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.*

a. Each team member is responsible for making their best effort to write code for functions independently, rather than relying on AI from the beginning, in order to strengthen their programming skills. AI should be used primarily to help create function decompositions and to assist team members only when they cannot find a solution to a particular programming challenge. Team members may leverage AI to help find solutions only after making a genuine attempt to solve the problem themselves.

13. What happens if one of us breaks the rules in this agreement?

a. For the first time the rules are broken, a warning text will be sent. For the second time, the issue will be addressed in the weekly meetings. For the third time, our TA will be informed.

<u>Signatures</u>

Juan Alvarado

Jonael J. Garcia Rivera

Loie White

2/19/25