Team Planning

Once you select your team, identify the strengths and weaknesses of your team. First consider the interests of your team members and write your names in the respective columns based on your preferences. After you complete this table, discuss everyone's preferences and converge on assignments that make everyone happy.

Task	Top preference	Not my top preference, but happy to help	I'd prefer for someone else to take the lead on this role
Project Management Lead	Veeresh Sakali	Gopi Krishna	
Requirements Lead	Harshitha Thokala	Pooja Sree Poka	
Design Lead	Sashidhar Chary Viswanathula	Harshath Budida	
Implementation Lead for front end	Susmith Meesa	Sashidhar Chary Viswanathula	
Implementation Lead for back end	Harshath Budida	Veeresh Sakali	
Configuration Management Lead	Balaji Valeti	Gopi Krishna	
Testing Lead	Gopi Krishna Kummari	Susmith Meesa, Pooja Sree Poka	
Documentation Lead	Pooja Sree Poka	Balaji Valeti, Harshitha Thokala	
Demo and presentation Lead	Veeresh Sakali	Susmith Meesa, Sashidhar Chary	
System Administrator Lead	Gopi Krishna Kummari	Harshath Budida	
Other:			

In addition to identifying the lead roles for team members, identify the languages and technologies that you are considering with pros/cons of each with respect to the project. For instance, C is probably not a good choice for a project to create an online store. On the other hand, perhaps using the Android SDK is a good option for the specific project and no one has experience with it, but everyone is excited to learn more.

Language/Technology	Pros	Cons
HTML	Used for Creating Structure, versatility	Not for Styling
CSS	Consistent Styling and Reusability, Animations	Browser Compatibility, limited layout control

Javascript	Used for both client and server side, large ecosystem libraries	Single threaded Execution, Security concerns and Lack of strong typing
React	Component based architecture, one-way data binding	Boilerplate code, State management
Django	Scalability, object relational mapping	Limited real time features
Sqlite3 Database	Self-contained Database, Transaction Support	Complex Queries, Limited Stored Procedure Support

Once you've listed all of your ideas, distribute the top choices for team members to explore before your next meeting. Ideally, every team member should explore every option, but if time is prohibitive, assign at least two team members to explore the top three options. Each team member should explore books, videos, tutorials, and a small sample project to create a summary of the pros/cons for the respective approach.

Language/Technology	Assigned to:
HTML, CSS, Javascript	Susmith, Sashidhar
React including Bootstrap	Susmith, Gopi Krishna, Sashidhar
Django	Harshath, Veeresh, Pooja
Sqlite3 Database	Harshath, Balaji, Harshitha
Testing	Everyone

After each team member explores the options, you should meet and make an executive decision on the path forward. Once you decide, you should plan to meet to work on tutorials together so that everyone is immersed into the languages and technologies that you will use on your project. You may pursue these tutorials individually to some degree, but you should also meet as a team to help each other to quickly gain experience and confidence together.

Create a weekly meeting schedule

A one semester project provides approximately 16 weeks for a team to create a project, but keep in mind that this includes everything from forming teams in the first week to giving demos and presentations in the last week or two. Your professor will probably provide guidance on the schedule with due dates for different deliverables throughout the semester. In this section, we focus on the weekly meeting schedule for students since regardless of the variations that occur in different sections of courses with different professors, you'll still want to maintain a standard weekly meeting schedule to help your team members to succeed.

Exchange contact information with each other, depending on your preferred way to maintain contact. Please don't feel obligated to share every option below, but share the ones that team members are comfortable sharing. Some possibilities are listed below.

Team member	Email	Phone
Veeresh Sakali	veereshsakali@my.unt.edu	9406298869
Sashidhar Chary Viswanathula	Sashidharcharyviswanathula@my.unt.edu	9408437818
Susmith Meesa	susmithmeesa@my.unt.edu	9408437576
Harshath Budida	HarshathBudida@my.unt.edu	9403314991
Gopi Krishna Kummari	gopikrishnakummari@my.unt.edu	9408433433
Balaji Valeti	BalajiValeti@my.unt.edu	6824158727
Harshitha Thokala	Harshitha.thokala@my.umt.edu	9407657259
Pooja Sree Poka	poojasreepoka@my.unt.edu	9407300444

It's also helpful to chat online. List the platform(s) that you will use and an ID for each member to connect.

Team member	ID for platform:	ID for platform:
Veeresh Sakali	veereshsakali@my.unt.edu	
Sashidhar Chary Viswanathula	Sashidharcharyviswanathula@my.unt.edu	
Susmith Meesa	susmithmeesa@my.unt.edu	
Harshath Budida	HarshathBudida@my.unt.edu	
Gopi Krishna Kummari	gopikrishnakummari@my.unt.edu	
Balaji Valeti	BalajiValeti@my.unt.edu	
Harshitha Thokala	Harshitha.thokala@my.umt.edu	
Pooja Sree Poka	poojasreepoka@my.unt.edu	

Tools to connect

Technology is constantly changing. There are many great tools to for software engineers. Explore using the following tools. Each team member should set up an account and connect as a team.

- Github – This tool is used by millions or developers for configuration management. Visit their website, create accounts, and give it a try here: http://github.com
- Trello – This tool is a great way for teams to assign and track tasks. Visit their website, create accounts and give it a try here: https://trello.com

Teams should meet at least twice each week outside of class, but preferable more often. Teams should strive to make each team member as productive as possible. This includes sharing both positive contributions and challenges. Use the following template to review each other's progress at least once each week.

Name: **Harshath Budida**

Tasks that I accomplished this past week: Created Trello and GitHub accounts and committed our initial changes to our project.

Tasks that I plan to accomplish this week: We plan to decide on our project, set deadlines for each milestone. Also, finalize on programming languages, software's, frameworks that we will be using in our project.

Issues that may interfere with my success this week: Choosing the programming language and the database that would be right fit for our project. We may not be able to meet in-person this week due to personal commitments, but we will make sure to attend Zoom call twice and have our things sorted out.

Take the time to discuss each team member's progress, goals, and issues that may interfere with their success. Remember that each team member has a finite amount of time to work on the group project. You want to optimize the productivity of each member's time that they put into the project. For instance, if a team member is stuck on a task that takes several hours for them to figure out and another team member could have helped to solve their problem in just a few minutes, that is an overall loss to your team. Everyone on the team should strive to make each person as productive as possible. Consider the following scenarios for discussion.

1. Team member A has never worked with a database before. They are struggling to figure out how to connect to the database, but are embarrassed to admit this to team members. Instead, they spend 10+ hours trying to figure it out to eventually learn that they needed to use a VPN when trying to connect to the database when they work from home. What could the team have done to prefer this team member from wasting so much time?

   I strongly recommend that he is seeking help from his team members. As a cohesive team, we need to support and give encouragement to one another. If anyone is struggling with a specific technology or programming language, it's important for them to feel confident in reaching out to a team member who has expertise in that area. This way our team can gain knowledge and skills.

2. Team member B is not confident at coding. They wanted to take the lead on documentation in order to avoid coding. However, the instructor was very clear that everyone needs to contribute to the code and that this will be monitored by the configuration management tool and the code checked in. How should the team address this issue that Team member B wants to try to get by without coding?

Each team member is responsible for contributing their skills in all aspects of the team's work. By actively participating in projects, one learns and grows alongside the team, laying a strong foundation for future endeavors. When faced with similar projects in the future, this experience will enable one to fully engage and deliver exceptional results.

3. Team member C has a busy schedule and continuously misses internal team deadlines. They work full time and take courses, so they suggest that other team members do more work. What should the team do?

   Whatever the schedule the team members have, it is crucial that everyone commits their time to the project. If anyone neglects their responsibilities that can result in missed deadlines and added pressure for the remaining team members who are also responsible for project completion. As such, every member should take the ownership of their role and ensures that project is finished within the timeframe given.

4. Team member D is regularly late or misses group meetings. What should the team do?

   The team must convey him the current situation and the challenges team is facing. They must be subtle explaining him because even though the mistake was by him, he may offend by taking it to ego or causing discomfort in his collaboration with the team. The aim is to communicate effectively with the team members, emphasizing the importance of punctuality and attendance in group meetings.

5. Team member E does not contribute anything to the project for an entire week. There are only 15 weeks in the semester, so this is equivalent to 7% of the semester. Some team members realize that a lot may be accomplished in a week and are unhappy about their unprofessionalism. What should the team do?

   Initially, team members should convince him to fulfill his daily responsibilities on time. If Team member E doesn’t improve himself and repeats the same as this week then team members must approach professor. The team is advised to present the situation, seeking the professor's intervention either through direct communication with Team Member E or by considering the assignment of a new team member to the team.

6. Team member F is the only team member who is not familiar with the programming language and environment that the team chose. Since they have less experience, they think that they should do less work. This is not fair to the rest of the team. What should the team do?

   Although, the team member is not with the programming language he/him must gain knowledge from the team members or external source. This will not only help him to work in this project but also for future projects too.