To Be Determined

Rationale: We like how the name sounds, and a lot of the process in a project is unable to be determined due to how software engineering involves a lot of quick-thinking and improvisation.

Hello, my name is Eugene Taabazuing, and I am currently a junior computer science student at New Mexico State University. I bring with me a foundational understanding of programming concepts, particularly in languages such as Python and C++, which I have used in various class assignments. My problem-solving approach tends to be unconventional—I like to think outside the box and challenge myself to find creative solutions. This mindset has served me well, especially when exploring machine learning projects on Google Cloud, where I am learning how to train models and manage data efficiently.

Originally from Ghana, my passion for technology led me to move to the United States to further my education. I am deeply motivated by the idea of solving real-world problems through code and design. In my spare time, I love experimenting with different ways to tackle technical challenges, whether it's optimizing algorithms or automating mundane tasks. The excitement I feel whenever I successfully debug a program or see my machine learning model make accurate predictions is what keeps me eager to learn more.

Beyond academics, I have a range of hobbies that help me stay balanced and creative. Video games are my go-to pastime. I also enjoy painting, which allows me to explore my artistic side, and cooking, which provides a welcome break from the screen while I experiment with flavors and techniques. Lastly, I love playing soccer, both as a way to stay active and as an opportunity to practice teamwork and strategy.

I’m Armando Levario Alvarez. Currently a junior in the University of Texas at El Paso. I bring my knowledge and interest in Web Development and Cyber-Security. I wrote my first HTML code in my Middle School’s programming class, this was my first experience actually coding, and it made me even more interested in programming. A few years later I attended Mission Early College High School and joined my Community College’s ACM club as the Web Development chair and later the Event Manager chair. This gave me the idea to found my own Computer Science club (which failed due to my HS having a very small student population).

Additionally, I took Programming I, II, and III (Data Structures & Algorithms in Java) in my Community College. I also assisted in the Cyber-Security sector of my Community college focusing on Cyber-Security education (through leading workshops and assisting in the Hackathon). I know how to do the basic Linux CLI commands. My current job is also as a Cyber-Security educator with a focus on securing Linux systems. As for personal projects, I like to play with Web Development and Cyber-Security, and I want to start personal projects focusing on physical hardware (Very interested in E-Ink displays).

My name is Alejandro Emmanuel López Rodríguez, I am from Puerto Rico and currently studying at the University of Puerto Rico Mayagüez. Ever since I was introduced to video games as a child I was fascinated by them, not only because of the stories that one could tell through them but also because it seemed like they were made with magic. How were these games created? It was not long before I learned about programming and how ever-present it was in other things like phones, apps, computers, and websites. Thus began my independent journey to learn as much as I could about programming. In middle school, I took an extremely elemental programming class in which we worked with website-building websites like Wix. It was also when I was able to experiment firsthand with a programming language: HTML. After that class, I went to a STEM summer camp with a focus on robotics and programming where I was exposed to Java for the first time to create simple mods for Minecraft. After that, I spent some time learning Python and then took some programming electives in high school in which I learned C#. Now after three years in university, I am well-versed in Python, Java, and C++ and very knowledgeable with all kinds of data structures and algorithms. Additionally, I am currently employed at a student-run app for which I have learned Dart and Flutter.

#	Question	Team Agreement
1	What are our team goals for this project and the class?	Our team's primary goal is to collaborate effectively to produce high-quality work that reflects each member's strengths and creativity. For this project and the class as a whole, we aim to deepen our understanding of the subject matter, learn from one another through constructive feedback, and develop solutions that are both innovative and practical. We also want to build strong teamwork skills that will benefit us in future academic and professional settings.
2	What are each of our strengths? (note: include any strengths, not just technical CS knowledge)	Eugene: Strong technical proficiency in programming and data analysis, along with excellent problem-solving skills. Armando: Skills in research, alongside problem solving. Alejandro: Leadership and public speaking skills, problem solving and debugging skills.
3	How will we communicate with each other?	We will use the discord channel for day-to-day discussions and quick

		updates. For more formal or detailed conversations, we will rely on email.
4	How quickly should we expect to hear back from each other?	Responses are expected to be delivered within 12 hours. However, a 24-hour period will be given for expected responses through Discord.
5	What day/time in the week will we meet every week?	Weekly meetings Mondays @ 8pm AST/5pm MST
6	What are our rules for our weekly meetings?	● All members must attend and be punctual. ● Each person should come prepared with an update on their tasks and any questions or challenges they are facing. ● Meetings will be kept focused and on track by following an agreed-upon agenda. ● Every team member is expected to contribute constructively and respectfully during discussions.
7	How will we run the meetings?	We think we should rotate the role of meeting facilitator

		each week. The facilitator will be responsible for setting the agenda, keeping track of time, and ensuring everyone has the opportunity to speak. This rotation helps develop leadership skills and ensures that all team members have a say in how the meetings are conducted. Meetings will be conducted through Google Meet.
8	What should we each prepare before each weekly meeting?	Each member should prepare a brief update that includes: ● A summary of completed tasks and progress made since the last meeting. ● Any obstacles or challenges encountered. ● Proposed next steps or goals for the upcoming week. This preparation ensures that our meetings are productive and that everyone is on the same page.
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*)?	We will break down assignments by identifying the tasks required and then assigning them based on each

		member's strengths and availability. In cases where the workload is uneven, members who finish early or have more capacity will assist others. To ensure fairness, we will rotate roles such as team leader, note taker, and submitter for each assignment so that every member has the opportunity to develop different skills.
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?	If a member is unable to work due to unforeseen circumstances, that person should notify the team as early as possible. The team will then reassess the workload and redistribute tasks among the remaining members to meet deadlines. We will offer support to the affected member and remain flexible, understanding that emergencies happen while maintaining our commitment to the overall project.
11	How do we collectively decide when to submit group assignments?	Before the submission deadline, we will schedule a final review meeting (at least 24 hours in advance) to discuss the assignment, ensure that everyone agrees with the final version, and address any last-minute

		issues. Once all members have reviewed and approved the work, the designated submitter for that week will handle the final submission.
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.*	We agree that genAI may be used as a tool for brainstorming or generating initial ideas. However, each team member is responsible for ensuring the accuracy, originality, and integrity of their work. If any content is assisted by genAI, proper citations must be provided. Ultimately, each member must verify that their contributions meet our academic and ethical standards. e.g. Prompt: "Create a function_name" LLm used Gemini
13	What happens if one of us breaks the rules in this agreement?	If a team member breaks any of the rules in this agreement, we will first address the issue in a private and respectful team discussion to understand the situation and seek a resolution. If the problem persists, we will escalate the matter by involving a neutral third party, such as our

		instructor or a class mediator. Our goal is to maintain a supportive and fair environment, so any breaches will be handled with transparency and in the best interest of the team's overall success.

Signatures:

Eugene Taabazuing *E.T*

Alejandro López A.L.

Armando Levario Alvarez A.L.A.