**Two-Week Plan for a Developer Role**

**Week 1:**

1. **Day 1: Introduction and Orientation**
   * understand the structure, goals, and the development environment.
   * Set up the development environment (e.g., IDEs, repositories, CI/CD tools).
2. **Day 2: Understanding Project Requirements**
   * Review project documentation, technical specifications, and user stories.
   * Identify the key modules or components that you will be working on.
3. **Day 3: Familiarization**
   * Explore the existing codebase to understand the architecture, coding standards, and patterns used.
   * Set up a local environment.
4. **Day 4-5: Working on Small Features**
   * Start with minor bug fixes or small feature implementations to get hands-on experience.
5. **Day 6-7: Testing and Debugging**
   * Write unit tests and perform debugging for the implemented features.
   * Learn the testing framework and tools used.

**Week 2:**

1. **Day 8: Medium-Complexity Task Assignment**
   * Take on a medium-complexity task that involves integrating with different parts of the system.
   * Collaborate to understand the best approaches.
2. **Day 9-10: Development and Implementation**
   * Implement the best practices and coding standards.
   * Regularly communicate progress with team members and ask for guidance when needed.
3. **Day 11: Documentation and Knowledge Sharing**
   * Document and participate in meetings or present your work to the team.
4. **Day 12-13: Deployment and Monitoring**
   * Learn the deployment process.
   * Understand how to monitor the application and handle any issues.
5. **Day 14: Next Steps**
   * Plan for the next phase of developer or more complex tasks.