

Personal Goals

What do you individually hope to achieve with this project?

- I hope to deepen my understanding of different processes within an industrial-like environment of software development
- I also hope to better my proficiency in HTML, CSS and especially JS

How will achieving these goals benefit the team overall?

- Achieving these goals will ensure that I contribute productively to the team effort and deliver a high-quality final product.

How can the project experience help advance your personal development goals?

- With the project, I can apply what I learn in theory into a real-world setting. Not only that, I will be able to understand the process of developing and maintaining a software product.

Values, Mission, and Common Goals

What core values and guiding principles will your team uphold?

- Communication, respect, timeliness to ensure proper development.
- Want to be done properly and documented well, with time to test.

Why are we engaging in this project?

- We plan to create a visually engaging and efficient Habit Tracker app that helps users build and maintain positive routines. The app uses a card-based interface allowing quick completion, visual streak tracking, habit grouping, and delightful animations tied to habit themes.

What unique value do we intend to bring?

- The card based approach makes the application more intuitive for every user, gaining more overall value and enjoyment.
- Want to bring a sense of accomplishment with our scrolling through of cards

What outcomes or milestones does the team aim to achieve together?

- Tracking all of the habits in a safe storage space
- Proper UI with card based features
- Users can pick how the cards look (color, frequency)

Strengths and Weaknesses

What strengths and unique skills does each member bring to the group?

- Charan: Good background in back end, familiar with Agile from previous jobs.
- Tri: Worked on team projects before.
- Brendan: Done project management before, can be helpful to others. Better with more front end development.
- Vincent: Familiar with web development, especially back end.
- Trisha: Better with front end designing things UI.
- Ahmed: Familiar with HTML and CSS
- Rosario: Comfortable with HTML and CSS
- Taha: Worked on web development projects before, comfortable with backend development
- Travis: Semi comfortable with back end, good in communication
- Pratham: UI/UX design, done Agile before, backend fluency

Identify weaknesses or areas requiring improvement.

- Want to work towards more full stack fluency
- More agile fluency
- Data management

How will you address weaknesses?

- Have each role have a pair program with those who are more experienced in front end
- First sprint meeting can be longer to set up agile
- More research into data management (MongoDB?)

People, Roles, and Accountabilities

Clearly specify roles within your team.

- Frontend
 - Ahmed
 - Trisha
 - Vincent
 - Brendan
 - Rosario
- Backend
 - Travis

- Charan
- Pratham
- Tri
- Taha

Assign responsibilities to each member to ensure accountability.

- Frontend UI Design - Trisha and Pratham - basic html and color templates
- API Storage and Functions for Cards - Rosario and Charan
- Daily check in functions - Homepage - Travis and Vincent
- Calendar (ahhhhh) (scrolling) - Brendan and Taha
- Calendar (regular) - Ahmed and Tri

Account for logistical responsibilities, such as taking meeting notes, creating tasks, etc.

- Charan sets up sprint meeting and agile process tickets
- Travis does meeting notes
- Daily standup 9-10pm, drop what you did that day and what you're doing tomorrow in slack

Needs and Expectations

Clarify what you need from one another to succeed.

- Timeliness
- Clear Communication (honest)
- Accurate task representation

Outline clear expectations for collaboration.

- Pair programming
- Testing is any other random pair before it gets pushed
- No double calendar checks

Discuss your individual availability and schedules to highlight any risks relating to time commitment and resource management.

- Thursday 1-3pm is our usual meeting
- Group sprint meeting virtually Mondays 9-10pm

Define your team's communication strategies.

- Our own slack space with individual pair channels and per team
- slack overall
- grouply meeting virtual usually
- emergency just text

Discuss your conflict resolution process.

- Bring up group conflicts during sprint meetings
- Team leads take lead with conflicts in pairs

Rules and Activities

Explain your team's intended working methods and processes.

- Agile process sprint Monday, should end Thursday

Describe how your team will measure success throughout the project.

- Completion of tickets that are made
- Demos on Thursday, each pair turns in one each

Outline the approach to ensuring fair and equal contributions from all team members.

- Equally split tasks based off story points
- That's all the work we will do that week
- Group decided tasks and point distribution

Signature

Tri To