Personal goals:

What do you individually hope to achieve with this project?

- With this project, I hope to improve my knowledge of javascript and web development as a whole. I also hope to learn more about agile development

How will achieving these goals benefit the team overall?

- Achieving these goals will benefit project development and design. Focusing on javascript will allow me to benefit backend development and design

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

- Gaining project experience like learning about agile will help me in my future career along with any internships. Getting more experience on how to work on software as a team will be important to further my personal development goals

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)

5/9/25

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

5/9/25

- 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.
5/9/25

- 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:

Taha Masood