

Personal Goals

What do you individually hope to achieve with this project?

I plan to hone my skills in the Agile workplace. I feel with this project, I would have a good understanding of the process which I will definitely utilize in my internship this summer and any future tech jobs. I also feel I could learn to work in a group better and this project would help with this tremendously.

How will achieving these goals benefit the team overall?

I feel that achieving this goal will ensure that the team is onpoint and always on track to completing necessary goals we need for this project. By ensuring proper team work and following the rules set below, I believe we can produce a stellar project by the deadline.

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

I always wanted to get into building more projects in teams as I usually have done programming solo. I feel the team aspect is essential in the workplace and I hope that I can utilize this project for this.

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
- Thats all the work we will do that week
- Group decided tasks and point distrubution

SIGNATURE:

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