Personal Goals:

- What do you individually hope to achieve with this project?
    - I really want to gain a more solid understanding of web development, the agile workflow, so that I can apply these skills and concept to future jobs and internships and projects
- How will achieving these goals benefit the team overall?
    - I can contribute to the team in a more effective manner. My contributions will ensure that the design is laid out carefully and that the backend features work well.
- How can the project experience help advance your personal development goals?
    - The project experience can give me valuable experience to put on my resume, allowing me to stand out to employers and secure internship opportunities.

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 mroe intutitve 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.
  - Timliness
  - 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 distribution

Signature: *Pratham Savla*