

# Team Charter

## Purpose



We hope to grow as software engineers and practice working in a psychologically safe environment where learning and collaboration is encouraged.

## People, Roles and Accountabilities



What are the roles of the product team?

Who is accountable for what?

Gautam Mohandas - Team Leader  
Aarush Mehrotra - Team Leader  
Carl Casares - UI/UX Designer, Frontend Developer, Note Taker  
Victoria Tran - UI/UX Designer, Frontend Developer  
Emily Cai - UI/UX Designer, Frontend Developer  
Mark Escarrilla - Backend Developer  
Srideep Dornala - Backend Developer  
Eric Wang - Backend Developer  
Travis Huang - Backend Developer  
Nilay Bhoot - Backend Developer  
Kilhoon Kim - Backend Developer

## Common Goals and Outcomes



What do you want to achieve as a group?  
What are our feasible outcomes?

We want to develop our software engineering skills throughout all scopes by communicating with each other effectively and working towards a project of quality. We also want to practice our team-building skills to prepare ourselves for when we possibly work in a software engineering environment.

## Values



What do we stand for? What are our guiding principles? What values do we want for our team?

- Communication is key and helps us stay consistent. Try to check Slack when needed and to stay updated.
- We set a personal due date before the actual due date to ensure that we get tasks done in a timely manner and of high quality.
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## Needs and Expectations



What do we need to succeed?

What do we expect from each other?

We expect effective and constant communication from one another. If we are struggling on a task, we will tell the team. If we are busy, we will give the team a heads up so we do not leave each other in the dark. We always expect each other to do our best in a timely manner and be able to work well together.

## Personal Goals



Gautam Mohandas - Make everyone's job easier by facilitating constant communication and planning, and learning more about front and backend skills

Aarush Mehrotra - Learn about dev ops and processes to be a better team member and make code more maintainable over time.

Carl Casares - Strengthen UI/UX and frontend skills and gain group SWE skills

Victoria Tran - Develop my SWE skills by collaborating with a large team, learning about and practicing industry processes, and refining my technical skills

Emily Cai - Create a functional software project with a large group to gain software engineering experience

Mark Escarrilla - Gain experience with working in a team to create a project, refine current skills and learn more about newer skills like UI/UX, dev ops, GitHub workflow

Srideep Dornala - I want to gain experience in working as a team to engineer a full website from start to finish. I have only ever worked on individual features with minimal collaboration.

Eric Wang - Learn how a team works to push a product, get better with documenting and working with others, and learn as much frontend and backend as I can

Travis Huang - Learn the full experience of working together as a team in developing a product that users love. I also hope to strengthen my skills in SWE and be a better software engineer through this experience.

Nilay Bhoot - Strengthen my overall dev skills with html and css and get experience collaborating in large group software project

Kilhoon Kim - Learn how to contribute as a team member such as documentation, git hub collaboration. Gain experience in web development.

## Strengths and Assets



What skills do we have? What are our individual collective strengths?

Gautam Mohandas - Love to work with others and previous experience planning sprints and carrying out meetings. Very user-centric mindset

Aarush Mehrotra - I am highly experienced in parallel computing and benchmarks such as HPL and MLPerf. I have experience working in small teams and contributing to public-facing code. I am also a member of the UCSD Supercomputer competition team.

Carl Casares - Previous arts background helps me have a good eye for design. Experience with ACM Design and Hack Projects which helps with UI/UX and front-end development. I do not mind doing tasks outside of what is expected of me.

Victoria Tran - Previous web dev experience, working with full-stack (more experience/interest in front-end dev). Experience from side projects and am currently open-source dev in CSES. I like collaborating with others and learning

Emily Cai - Experience with building a software project from ACM Hack Projects and working with UI/UX and front-end development

Mark Escarrilla - Previous full stack development experience, enjoy collaborating with others. Handle conflicts well

Srideep Dornala - Experience with previous internships and hackathons building full stack software. Acquainted with different database solutions too.

Eric Wang - I like working with others and managing workflow. Learn new things relatively quick. Work mostly with backend

Travis Huang - Experience with building a full stack software, internship, and hackathons. I have worked in teams before, and I learn new things really quickly

Nilay Bhoot - I have previous full stack development experience and been on teams projects during internships. Experience coding for a startup app as well.

Kilhoon Kim - I like to contribute as a team member and believe in the power of collaboration. Like to learn new things, effectively participate in solving problems together

## Weaknesses and Risks



What are our weaknesses?

What are some obstacles we face?

Gautam Mohandas - We have a really ambitious team so we have to make sure that we don't bite off more than we can chew when it comes to features / # of games.

Aarush Mehrotra - I am inexperienced with Figma and other front end design tools. My previous internship experience has typically been in smaller teams of 3-6 so I might have to learn to work within a larger team.

Carl Casares - Lack of experience with back-end development and more complicated GitHub actions. Will pay attention to labs and read documentation to address these weaknesses.

Victoria Tran - Difficult to coordinate with such a large group, other classes might take away time I can spend for this course, and less experience with backend + GitHub workflow in general

Emily Cai - Lack of back-end development and GitHub workflow experience. Other classes and personal life also takes away time from working on project

Mark Escarrilla - Personally lackluster at planning. Could be difficult to divide tasks in such a large group so that everyone does fulfilling work, people will be pressed for time towards the end of the quarter

Srideep Dornala - Making sure the entire team stays organized and on the same page will be a challenge. Since we all have different backgrounds and different ways we do things, making sure we stick to uniform rules for coding will likely be an obstacle.

Eric Wang - Don't have much experience with anything practical, and don't have as much time as I would like to invest into this course

Travis Huang - I am unable to dedicate as much time to this course as I had hoped because I am currently taking other difficult CS classes this quarter.

Nilay Bhoot - Do not have a lot of front-end dev experience by itself. Other CS classes take away from time for this course so balancing is difficult.

Kilhoon Kim - I don't have experience with web development, so everything in this class is new to me.

## Rules and Activities



What activities make up our process?  
How will we measure success?

- Accountability is important; we must communicate and be honest with our team if we are struggling or are busy with other tasks.
- Do not do a rush job. If you are struggling, try to have others help with your task.
- If you make a pull request, someone else on the team does the merge to ensure there is code review.
- For merging conflicts or if there is drastically different code for the same feature, make it a team effort to review (not as likely to happen though - define roles/tasks beforehand)
- Our definition of "done" is the following:
  - No merge conflicts
  - Actual task is achieved with the code
  - Code is tested
  - Code should have documentation included whether that is inline or for the user or JSDOC comments
  - Peer review
  - Clean and efficient code, good style
  - Code tested on multiple browsers and devices (responsive)

## Signature



Kilhoon Kim