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 opensource 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 problem 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 devlopment, 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

Mark Escarrilla