

10X Brogrammers Team Charter

Date of submission: 10 May, 2025

Team Members:

1. Dhruv Agarwal
2. Haoyan Wan
3. Aniruddha Dasu
4. Adam Connor
5. Ahmed Abdullahi
6. Anthony Nguyen
7. Damian Nieto
8. Hetvi Gandhi
9. Kiichiro Wang
10. Nasser Al-Nasser
11. Pantea Foroutan

Teams Purpose & Objectives

1. To build a deliverable online UCSD market place that focuses on trust, functionality and ease-of-use.
2. Gain experience with frontend and web development.
3. Learn how to work effectively in a team.
4. Explore APIs, bottom-up development, and software pipelines.
5. Deliver quality work — something we can be proud of — and push the boundaries as much as possible.

Personal Goals

- Haoyan: Integrate his understanding of RestAPI.
- Dhruv: Couple his backend experience with frontend knowledge.
- Adam: Learn working in a team.
- Kiichi: Doing the class for a minor and to learn about pipelines.
- Damian: Learn about working bottom-up and starting from the scratch.
- Nasser: Learn team work flows in a team setting so that he can use it for his startup one day.
- Hetvi - Become proficient at frontend.
- Pantea - Learn both the backend and the frontend.
- Aniruddha - Taking the class for fun and to develop a fuller set of skills.

- Ahmed - Take his frontend skills to the next level.
- Anthony - It is his first experience with web development and frontend so he wants to become proficient at them.

Meetings and Structure:

- **Sprint Cycle:** Tuesday to Sunday
- **Brainstorming Meeting:** Tuesday after class
- **Weekly Standup:** Fridays at 4:30 PM (Show-and-Tell format)
- **Review Meetings:** Sundays at 6 PM
- **Code Review:** After every sprint cycle

Common Values, Rules & Standards

1. Adhere to deadlines.
2. If unable to complete a task on time, communicate as soon as you can.
3. Follow the design standard and documentation.
4. Do not "vibe-code" all tasks and have a good understanding of the task.
5. If you require help, seek peer programming with other team members.
6. Use AI and documentation to brush up on technical blockers.

Roles & Responsibilities

Role	Members
UI/UX Design	Lead: Kiichi
DevOps	Lead: Haoyan
Frontend	Lead: Ahmed (contributors: Hetvi, Damian, Anthony)
Backend & Database	Lead: Aniruddha & Dhruv (contributors: Pantea, Damian, Adam)
Logistics & Notes	Lead: Dhruv

Potential Issues

- We are unable to meet in-person often because most of us live off-campus and have very different schedules which may hamper communication.

- Kiichi may not be available on Sunday of Week 7 but has informed in advance.
- Pantea may not be available on one of the Fridays but has informed in advance.

Conflict Resolution Strategy

- First, reach out to the teammate and try to understand their situation.
- If there is no response, bring the matter to the TA.
- Always assume good intentions.

Situations when rules are not followed

- If due to technical roadblocks: suggest tutorials and pair programming with other team members.
- If due to time commitments: flexibility is allowed once (maximum twice), but consistent contribution is expected.
- Assign tasks according to interest and proficiency level to ensure efficiency.

Measure of Success

- **Week 7 Sprint Cycle:** Have a functional front-end.
- **Week 8 Sprint Cycle:** Backend and logic should be ready.
- **Week 9 Sprint Cycle:** Polishing, testing, and changing style
- **Week 10 Spring Cycle:** Take inputs from the TA and finishing touches.

Ways to measure Contribution (Accountability Structures)

- Meeting spring cycle deadlines
- Being responsive on Slack
- Contributing to team discussions by coming up with ideas and suggestions.
- Not missing more than 1 deadline.

Communication Protocols

- **Primary Platform:** Slack
- Reply within 12 hours at the latest
- Be responsive, do not ghost
- Clarify via threads or short check-ins
- Reach out to team leads for clarification, if any.