Signature: Ahmed Abdullahi

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 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 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 (contributors: Anthony)
Frontend:	Lead: Ahmed (contributors: Hetvi, Damian, Nasser)
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 os 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.