

Null Terminators Rules

Personal Goals

Goals

- Learning the principles of web development
- Applying the Agile Principles to be familiar with it for future uses
- Be familiar with the process of software engineering
- Studying how to combine Frontend and Backend

Benefits

- Everyone gains experience in web development
- Better prepared for the industry if interested

Personal Goals Benefits

- Learning to be a good team player
- Learning more about team collaboration on a software project
- learn more about the tools that will be used for the pipeline
- be able to work on my coding skills and learn more about integration throughout the project

Values, Mission, and Common Goals

Core Values

- Respectful
- Psychological safety
- Fairness
- Communication
- Accountability

Expected Milestones

- Working application that can
 - work on different devices
 - helps user learn about the 1st generation of pokemon
- Learning opportunity
- Creating something to be proud of

Strengths and Weaknesses

Weakness

- Not that much experience using web dev tools / languages

- Conflicting schedules
- Falling behind on some tasks throughout the quarter

Strengths

- There are always people to work on assignments
- Always help within the Team
- Understanding with schedules and other obligations
- Flexibility with other team members

How will you address weaknesses?

- plan out the meetings ahead of time
- set clear rules about communication and contributions

People, Roles, and Accountabilities

Roles

- We designate different roles / tasks to smaller teams
- Assign to team members accountability for their side
 - Make sure to complete and inform team about progress
 - If do well, can continue to be apart of team
 - Else, help them or they can switch to different team
- Different Teams
 - Front End
 - Creating the elements such as
 - cards
 - page layout
 - buttons
 - etc
 - Games Logic
 - Should load in different elements when
 - User clicks to answer a card
 - Update the Collection
 - SQL/Database Team
 - Create SQL database to store the cards
 - Dev Tools
 - Set up issues, features, etc

Needs and Expectations

Expectations

- set when to meet before
- clear communications

Individual Availability

- Monday: 1:30pm-3pm
- Tuesday: 7pm-8pm
- Wednesday: 4pm-5:30pm
- Thursday: 7pm-8pm
- Friday: 1:30pm-3pm
- Saturday: 1pm-3pm
- Sunday: 2:30pm-4:30pm

Communcation Rules

- Daily check ins sometime afternoon/evening
 - 1-2 sentences on Slack about what you worked on
- Check Slack twice a day
- Do the When 2 Meet right away
- If you have any questions/concerns
 - Let the team know

Conflict Resolution

- In-person talk about it
 - if you want someone there / team let us know
- Be calm and respectful and understanding
- Last resort go to TA and talk about it

Rules and Activities

Working Process

- let the team what you are working on
- make sure to work on a branch
- Notify the team when you finished a part so that we can merge it to main
- follow the CI/CD pipeline requirements

Measuring Success

- Done
 - Working project
 - Works on other devices
 - Can be on in the future
- Contributions should be even
- Working together and learning about the techincal skills

Fair Contributions

- Designate a leader

- They distribute tasks evenly
- Checking each others contributions
- If you feel overworked, please let your team know

Sign Here: *m.d*