`admin\misc\rules copy.md`

# 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
- Learn as much WebDev as possible
- Learn how to work with other people efficiently
- Be proactive to ask questions and give constant updates
- Have good time management to make sure that we do everything on time

# 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

## Strengths

- There are always people to work on assignments
-

## 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 - 3 pm
- Tuesday: 12 - 3 pm
- Wednesday: 1 - 4 pm
- Thursday: 12 - 3 pm
- Friday: N/A
- Saturday: Flexible
- Sunday: Flexible

## 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: Reiner Luminto