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 the foundations of webdev.
- Helping others when needed
- Managing a team effectively
- Having good time management to ensure the project is delivered on schedule

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
- Resolving conflicts on the spot

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: 12-7 PM
- Tuesday: 6:30-8:30 PM
- Wednesday: 12-2, 3:45 - 7 PM
- Thursday: 6:30-8:30 PM
- Friday: 12-6 PM

- Saturday: 2-11 PM
- Sunday: 2-11 PM

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

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