

# **Team Charter - Rules**

## **Team Values/principles**

1. accountability
2. having a supportive team
3. fair distribution of tasks

## **Team Goals**

1. Getting an A
2. Learning new skills
3. Making a high quality project
4. Learning how software engineering works in real life

## **Strength and Weaknesses**

1. LLM expert
2. Fast learners
3. Scheduling
4. Remembering deadlines
5. Having effective communication

## **Expectations and group responsibilities**

1. Responding to Slack
2. clear communication
3. working to meet deadlines
4. Task tracker: knowing when each person needs to complete their responsibilities

## **Conflict resolution:**

1. communicate before there's consequences
2. talking about it with the people involved
3. accountability contribution pages
4. reach out to team leads if there's personal issues, or contact the TA.

## Team Distribution

1. Sub-group distributions (backend and frontend) with sub-leads to communicate between teams
2. Tasks will be open and flexible to anyone in the team, assigned through Slack

## Measuring Success

1. passing test cases
2. closing issues
3. most important features done and quality code

## Code Workflow

1. add at least one unit test to every change we make
2. using Jest for testing purposes

**Signed:** Ashley Zhou

### **What do you individually hope to achieve with this project?**

- Hope to further develop web development skills
- Achieve functional familiarity with web development tools and languages (Markdown, HTML, CSS, Javascript, etc)
- Development communication and teamwork skills
- Learn about testing and proper documentation of code
  - Further develop skills for team-based development

### **How will achieving these goals benefit the team overall?**

- Team-based development skills will help me write code that is easier to understand and maintain
  - Ensure that my code passes certain checkpoints before being pushed
  - Ensure code quality
- Communication skills will help me organize and split work
  - Discuss and plan tasks with team members
  - Ask for help if needed or help other team members
  - Discuss how tasks/current products can be improved

### **How can the project experience help advance your personal development goals?**

- Become a better communicator
  - Being able to explain my code

- Being able to discuss workflow plan and ideas with team members
- Develop better skills as a software developer
  - Clearly plan out and communicate ideas before writing any code
  - Follow guidelines to write code (adhere to certain style)
  - Proper documentation to ensure others understand code
  - Consider testing framework and user needs before/during development process

### **Individual strengths and weaknesses**

#### **Strengths:**

- Good at discussing with team members to plan tasks
- Can communicate with team members to make sure everyone is up-to-date
- Familiar with Github and Linux

#### **Weaknesses:**

- Sometimes may be difficult for me to understand others' code
  - Makes it difficult to write code that builds off of group members' code
- Not much web development experience prior to taking CSE 110
  - Did not take any previous courses centered on team-based development