

Team Charter - Rules

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Individual Goals

1. Gain baseline web development skills
2. Develop a basic understanding of how web applications function in the broader internet ecosystem
3. Learn about Agile methodologies
4. Learn about how Github is used for large team projects
5. Write functional and stylistically sound code

Individual Expectations

1. Everyone puts in more-than-just-baseline effort towards the project
2. Reasonable communication in the Slack

Personal Strengths

1. Hard worker
2. Good at solving my own problems
3. People skills

Personal Weaknesses

1. Other commitments
2. Not very much web development experience
3. Not very much experience with more advanced Github tools (actions, CI/CD, etc.)

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: 