cse110-sp25-group27 /
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<> **Code**   ⊙ Issues 15   ⑂ Pull requests   💬 Discussions   ▶ Actions   ⊞ Projects 1

⑂ main ⌄   **cse110-sp25-group27** / admin / misc / **rules.md** �📋   ⋯

🐢 **Tofulati** Update rules.md ✓   f0586ef · 17 hours ago 🕐

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Powell Rangers Team Contract

Contract Signature repo: https://github.com/cse110-sp25-group27/cse110-sp25-group27/tree/main/admin/misc

🔗 Purpose:

- Learn about software engineering
- Become familiar with basic web technologies
- Learn to be acccustomed to a group dynamic and effectively splitting up work/collab
- Achieving these goals benefits the team overall bc it gives us practice and exposure to how software engineering jobs work

Objectives:

- Work as a team to create a fully functional project, using good software practices
- We will create a full stack CRUD project that aims to solve the issue of "personalizing" movie reviews.
- Incorporate good communication practices between the roles.
- Become more well rounded software developers
- Develop coding expertise, communication, project management, and critical thinking

Common Values / Standards

- Use the best practices for software engineerinng
- Be happy to help each other whenever possible
- Transparency in our work progress
- Make sure to test, incorpate issue tracking
- Follow coding guidelines to make code look uniformed

Roles / Responsibilities:

- Frontend: Albert Ho, Inchul Kim, Nadine Apresto, Samantha Phan, Svetlana Bobiles

- Backend: Srujam Dave, Austin Choi, Charlie Zhu, Skyler Nguyen, Minnie Zhang, Prachi Heda

- Frontend and Backend teams meet weekly to check up on eachother's progress, blockers etc.

- Frontend responsibilities:

  - Design and Build user interfaces (2 people ideally)
  - Write HTML & CSS Files
  - Build and Style the webpage that users will see

- Backend responsibilities:

  - Write Javascript files
  - Database mangagement(CRUD)
  - Animation for cards

- Team Leads will facilitate steady progress within each of the two person sub-teams.

Conflict Resolution Strategies:

- Establish clear communication strategies
- Make sure principles of humility, respect, and trust are enforced
- Approach issues with trying to gain clarity on the opposing side's approach, should not devolve into me vs you
- Send a heads up in the slack before merging
- Focus first on a working MVP: create, view, edit, delete ticket stubs

- Only add non-essential animations or advanced UI after core functionality is complete
- Set a clear design that everyone agrees on in order to work to focus on a top-bottom development to maximize the development process with a large group

Communication Protocols:

- Any general messages or concerns should be sent in the general team Slack
- Any messages or concerns directed towards specific people should be sent privately, or tagged within the general chat (for possible team communication)
- Any messages for the TA should be sent witihin the CSE110 chat (direct messaged)
- Messages should avoid having communication that isn't related to the project (unless otherwise specified)
- Messages should be clear and concise
- Always communicate issues 24-48 hours ahead of time.

Rule Conflict Resolution:

- Conflicts should be discussed with the team leads and the members of "interest"
- Member should talk out why they had to break the rule and what could have been done to avoid the conflict
- There will be no ostracization / humilitation
- Main goal as always is to promote mutual understanding and restore trust in all parties involved.
- If necessary, can revise the rules to better ensure teamwork and productivity are achieved.