Section 1: Summary of team members

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Last semester I was a team lead for my 435 project, where I was responsible for ensuring that design tasks were accomplished on time. My design experience is basic for both Bootstrap and CSS. I have not had any mobile programming experience, but I am very comfortable programming in Java. This summer, I worked at a financial company doing back-end development. I am very good at ensuring that all tasks are accomplished in a timely manner, but I've been known to be a little strict when work isn't being done.

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I have developed on my own Java applications for research projects at UMD along with C++ computer vision programs through the Gemstone Program. While I have no app experience, I've also interned at the Naval Research Laboratory where I worked on Java visualization applications. Additionally, I also have a great deal of experience with writing documentation and user manuals because of NRL. I've worked in several group projects (including an on-going Gemstone project), and know about getting things done.

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I have not had any mobile programing experience, but I am very comfortable programing in Java. During my internship I was team lead of a on-boarding of a client and was the principal designer of the methodology that we used to get everything/everyone where they needed to go. I am a huge fan of getting things done at least 48 hours before the deadline and not pushing things off to the last second. I am also a former Music Ed major who has worked with kids my entire life, which could be valuable to this project.

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I don't have much experience in terms of handheld programming, and I did not practice Java that much for a while. However, I have been using C# from time to time, which is very similar to Java. At my internship, I worked in a team made of members from diverse backgrounds. Most of the times, I assisted in various projects, but did not use Java very much. Currently, I take a course in handheld programming that focus on programming in Java on Android devices. I am a "people person" so I love collaborative work. I like to get things done when assigned, instead of waiting around until the due date. I also have a musical background that will definitely be helpful in executing this project.

Section 2: Define an effective team

An effective team is one that is diligent about accomplishing the task at hand by having both a set agenda for meetings and a set due date, for assignments ahead of the class deadline. Additionally, communication is vital in order to ensure everyone is on the same page. Finally an effective team is aware of each others strengths, weaknesses, time commitments, and personalities.

Section 3: Collaboration Plan

We will meet at 9:00am in the HCI classroom every Tuesday and Thursday to discuss project status. This will act as our "daily" scrum meeting. Labor will be divided up as it comes, as people's schedules change week to week. This gives us flexibility to handle tasks as they come up as opposed to arbitrarily assigning tasks at the start (e.g. write the front-end), which would lead to an uneven workload. With a group of four people it is important to define a secretary (███) to ensure that all assignments are turned in on time. However, we will still organize in an egalitarian fashion.

Section 4: Primary goal this semester

Our primary goal is to design and implement an Android app aimed ████████████████████████████
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