

6.170 Final Project Team Contract

Sherwin Wu, Danny Chiao, Rebecca Odim, Ibrahim Abdussabur

Team Member Achievement and Effort

We expect each team member to put their full feasible effort into this project, with an approximation of around 50 hours of work total for each team member. We expect each team member to code efficiently and design-minded, as well as being punctual and compromising with the whole group. The end result is that our project will be better than each team member's individual projects.

Personal Goals

All: Learn how to work with team dynamics for design and code decisions, learn new web technologies specific to this project (especially MIT specific technologies)

Sherwin Wu: Learn about user interface implementations and considerations.

Danny Chiao: To be able to make something that is useful and looks good.

Rebecca Odim: Learn about simpler ways to do things that may not be obvious (such as Ruby gems and existing libraries).

Ibrahim Abdussabur: Complete a larger scale group project in rails, and learn more Javascript.

Team Correspondence

We will contact each other through our moira mailing list: eventplus@mit.edu

Team Meetings

We will meet twice a week:

 Mondays from 1pm to 3pm

 Thursdays from 1pm to 2pm

We will meet in the Student Center 5th floor Athena cluster group conference rooms. If a team member is late to a meeting, he/she will bring snacks for everyone else at the next meeting. If a team member cannot make a meeting, he/she will notify the entire group at least 24 hours in advance.

Code Version Control

Each team member will pull from our main development branch and will push to the same development branch as well. There will be no branching off from the main branch. If there are conflicts when pushing, we will manually resolve these.

Work Quality Maintenance

The quality of work in our team will be maintained through a system of code reviews. After each major push to our main branch, a team member will email out to the group mailing list, and everyone will look over the new code. At one of our meetings, we will bring up any qualms we may have with someone else's code and work it out.

Task Assignment

At each of our physical meetings, we will divide up tasks for the next 2-4 days. We will suggest partitions and will only finalize the assignments if everyone agrees on it. This also means that if one team member has a lot of other work for a week, we will try to let the other team members take some of his/her work.

Deadline Enforcement

Deadlines will be strictly enforced. Our deadlines will always be at midnight the day before our physical meetings on Mondays and Thursdays. If a group member fails to meet a deadline, we will talk about why that happened in the meeting in front of everyone else, and that will affect how we divide up next tasks at the meeting.

If a group member repeatedly misses deadlines to the point that it is impeding our group's overall progress, we will talk to our staff member, Dalton Hubble, to discuss what we can do about the team member in fault.

Decision Making

We will strive to only make decisions at our physical meetings (or, if it is truly is an emergency, we will make a decision over email). Decisions will be made only if every team member in our group supports it (as in a 4 to 0 vote). We believe that this is the best approach, because if one team member doesn't support a decision and we go forward with it, the one team member would be displeased and would affect the overall team progress.

This suggests that disagreements will be resolved only when everyone is happy, meaning that we will have to compromise as a team to satisfy every single team member. We understand that this may be tough, but we believe it will be for the best of the overall team health.