Project 1 Team Contract

Team Members: Ryan Liu, John Wang, Kevin White

Goals

The goal of our team is obtain a grade of A. We have decided to use an incentive scheme for making sure everyone abides by this. If anyone decides halfway into the project that they are unwilling to put in the effort to obtain an A, then they will buy the other group member milkshakes.

Our other goal is to learn to program collaboratively. None of the members in our team have programmed in a group setting before. Due to this, we would all like to learn to program with other people examining and testing code together. This will ready us for software in the real world.

Meeting Norms

We will meet outside of class every 2 days, except for on Spring break, when we will email each other and provide each other updates. The meetings will be held in the sixth floor common room of Maseeh Hall. Eating and drinking at meetings will be allowed. The meetings will cover general topics, such as code structure, task assignments, deadlines, and the scheduling of the next meeting.

Everyone will take notes of their respective assignments, as opposed to a secretary taking minutes. Each team member will be expected to complete their assignments by the deadline set forth at the meeting. Extensions will be allowed on a case by case basis, requiring a two-thirds majority.

Work Norms

Each team member is expected to contribute between 10 and 20 hours per week in order to successfully complete the project. The work will be distributed according to team-member's strengths and tasks will be assigned individually at the meetings. Deadlines will be set by examining the difficulty of the task assigned, and obtaining a full majority on a reasonable deadline.

Each member will record their own responsibilities, and all team members will know each other's responsibilities. Since these will be very general, we will be able to tell who is doing what, and also will observe when someone is shirking. If someone shirks, a two-thirds majority results in that team member buying milkshakes for the entire team.

Decision Making

For all minor decisions, the team must reach a two-thirds majority in order to make a decision. Minor decisions include: details, implementation, and testing . However, we will strive to obtain an absolute

majority and make sure that all members on the team are on board with a certain idea. The two-thirds majority will only be used in special and extraordinary circumstances.

For major decisions, we will require the full confidence of the entire team. These decisions will involve key changes to the structure of the software and the changing of goals.