Nathan Trifunovic, Sean Curtin, and Ellie Davis

CMSI 1010 Final Project Team Contracts

To prepare you for teamwork in the real world, you will work in teams to complete the collaborative project. To accelerate your team's development, a team contract is generated to establish procedures and roles to move the team more quickly into the performing stage. This process of generating a team contract can help jump-start a group's collaborative efforts by immediately focusing the team members on a definite task. The group members must communicate and negotiate to identify the quality of work they all wish to achieve, and the level of group participation and individual accountability they all feel comfortable with.

As a team complete the team contract template below. You may add any extra sections to your contract if you feel the need for establishing team procedures, identifying expectations, and specifying the consequences for failing to follow these procedures and fulfill these expectations. To reduce the possibility for team conflict, make your contract as specific as possible.

GitHub Team Name:: Leap Frog

Team Procedures

1. Day, time, and platform for regular team meetings:
Mondays at 4pm in person

2. Preferred method of communication (e.g., e-mail, text, Slack) in order to inform each other of team meetings, announcement, updates, reminders, problems and etc.:
Text group chat

3. Decision-making policy (by consensus? by majority vote?):
Consensus

4. Who will be the team **manager**? The manager will be responsible for setting up and following the meeting agendas. How and when will the manager notify/remind the team members? How will they keep the team on track during a meeting?
Ellie Davis is the team manager.
For reminding the team members, I created a Google Sheet with Roles and deadlines. I will remind of deadlines and check in for progress. I will remind them that this is our final and we will need to work together to complete in a timely manner.

5. Who will be the **secretary** of the team? The secretary will be responsible for recording & disseminating minutes. How & when will the minutes be disseminated? Where will all agendas & minutes be kept?
Sean Curtin is the team secretary.
In order to track the minutes, I will keep a time check of each time we meet and mark down when all 3 of us are together and then again when the meeting is to make sure we are efficiently and effectively working on our projects. I will also keep a track of how much time we spend working together in the classroom that I can later add to our meeting minutes. I will keep our agenda and minutes in a Google sheets form that is shared with our entire group.

6. Who will be the team **checker**? The checker will ensure the team is in compliance with all the assignment requirements and tests the code before accepting pull requests. When and how will they submit the deliverables and notify the team of the submission status. How and when will they notify the team (who gets notified?) if there are issues with the pushed code?
Nathan Trifunovic is the team checker.
For checking the code, I will check code within 24 hours of them requesting a pull and notifying me and test the code within my own environment. If there are errors within the code or if something needs to be readjusted, I will send out a notification via text.

Team Expectations

Work Quality

1. Project standards (What is a realistic level of quality for team presentations, collaborative writing, individual coding, preparation of drafts, and etc.?):

Each of us do our part and contribute evenly to each of these assignments and always communicate and stay in touch to ensure everyone is getting their own work done that will ultimately produce a great final product.

2. Strategies to fulfill these standards. Some resources may include, LMU ARC writing center, ChatGPT feedback on coding style and/or bugs, peer reviews and etc.:
We will take advantage of peer reviews from both students in our class, students who have taken the class before us, and each other. We will also set guidelines of our expectations to each other so we know what needs to be completed. If absolutely necessary, we will use ChatGPT in order to check our code and give us feedback.

Team Participation

1. Strategies to ensure cooperation and equal distribution of tasks:

We will communicate clearly and set guidelines through a shared document so each of us know our required tasks and will stay on top of what needs to get done.

2. Strategies for encouraging/including ideas from all team members (team maintenance):
We will open to all ideas and suggestions and if an idea can't be incorporated into one section of the project, we will find another area to include it.

3. Strategies for keeping on task (task maintenance):
We will meet on a weekly basis and also send updates through our text group chat of what we have completed and what still needs to get done.

4. Preferences for leadership (informal, formal, individual, shared):
We hope leadership will be shared and that we will all do our jobs and not put a large load onto one individual.

Personal Accountability

1. We agree to attendance, punctuality, and participation at all team meetings. We agree

2. We agree to the responsibility for fulfilling team assignments, timelines, and deadlines. We agree

3. We agree to open and transparent communication with other team members. We agree

4. We agree to commit to team decisions and tasks. We agree

Consequences for Failing to Follow Procedures and Fulfill Expectations

1. Describe, as a group, how you would handle infractions of any of the obligations of this team contract:
2. Maintain proper communication and inform the individual that they have not completed their required tasks. If the individual is absolutely unable to complete their tasks, we will discuss other opportunities but it would first be important to know and understand why the tasks weren't already done.

2. Describe what your team will do if the infractions continue:
We will inform the professor that a teammate is not properly contributing.

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a) I participated in formulating the standards, roles, and procedures as stated in this contract.

b) I understand that I am obligated to abide by these terms and conditions.

c) I understand that if I do not abide by these terms and conditions, I will accept the consequences as stated in

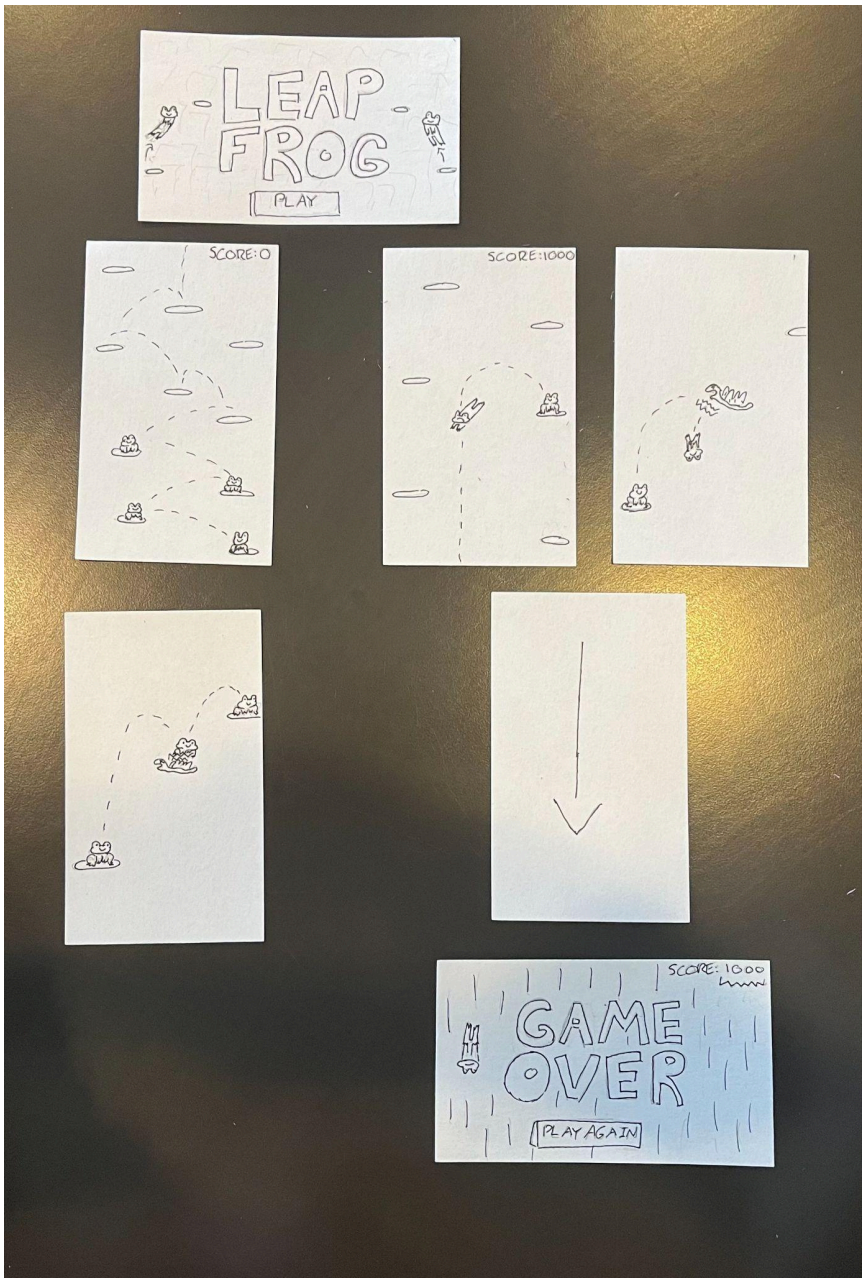
Team Member's Name	Team Member's Signature
Sean Curtin	Sean Curtin
Nathan Trifunovic	Nathan Trifunovic
Ellie Davisdavis	Ellie davis

1.) For our final project, we plan on creating a game that runs similarly to the mobile game "Doodle Jump". In this game, users must control a character who is constantly jumping, so that when the character jumps, they land on a platform and can perform another jump. With each jump, the user will earn points that coincide with the amount of height they have gained. If the user fails to direct the character to land on a platform, causing the character to fall to the bottom of the screen, they will be presented with a "game over" screen. One possible extension we could apply to this game is the inclusion of enemies that make it more difficult for the user to successfully navigate the character. Furthermore, we could add an extension that allows the user to make the character attack the enemies, clearing a path for them to safely jump to the next platform. Another extension we could add would be the inclusion of items that would provide benefits to the user. Items that would increase the height from a jump or could make the character invisible to enemies are a few possible extensions.

2.) In order to stay on top of our work and ensure that each of us is getting the necessary work done, we plan to meet every Monday at 4 pm in order to discuss what we have completed as well as what our focus should be on in the upcoming weeks. These meetings will occur on April 8th, 15th, and the 22nd. We will also incorporate extra meetings into our schedule if we feel it is necessary. Regarding the content that is due, our proposal and team contract will be completed on Monday, April 8th, and turned in the following day. Next, our first milestone will be turned in on April 16th. For this milestone, we plan to have completed a functioning prototype of our game in its most basic form. We hope to have figured out a title screen, a "game over" screen, and a game that portrays our character jumping up platforms. For our presentation on April 23rd, we plan to update our prototype in order to include sprites for our

character, platforms, and background as well as accompanying music and sound effects. Finally, before the code is due on April 30th, we will attempt to implement some of our extensions, such as enemies and powerups in order to create a more “finished” final product.

3.)



4.)

Player Class:

- Frog/Avatar:
    - Movement Functions
    - Death Functions
    - Coin/Score Functions

Platform Class:

- Surface
    - Bounce
    - Movements
- Obstacle
    - Death Message
    - Damage Player
- Spring
    - Double Function/ Shoot Function

Coin Class:

- Stand-alone Class

Score Class:

- Stand-alone Class

5.) We will be using the Pygame library in order to make our game and will be writing our code in the “Visual Studio Code” text editor.