**Team Contract**

Written by, and for use by the **Knowball** team: members Ben Cimini ([ciminibb@mail.uc.edu](mailto:ciminibb@mail.uc.edu)), Blair Bowen ([bowenbv@mail.uc.edu](mailto:bowenbv@mail.uc.edu)), Stetson King ([king3ss@mail.uc.edu](mailto:king3ss@mail.uc.edu)), and advisor Will Hawkins PhD ([hawkinwh@ucmail.uc.edu](mailto:hawkinwh@ucmail.uc.edu)).

**Schedule**

Knowball will meet weekly, each Monday. The project advisor, Dr. Hawkins, will be involved every other week. Such meetings will be held in his office, pending irregularities. Members-only meetings will be located at the team’s discretion on a rolling basis. Barring any changes, advisor meetings commence at 12:30 PM and members-only meetings commence at 11:30 AM. Absences or requests to reschedule must be communicated in advance.

**Roles**

At the time of writing, all members have the same role. The project isn’t mature enough to begin specializing. Instead, each member is expected to participate actively in the design phase. They should perform independent studies and share their findings to guide the project’s technical basis. Further, they should remain faithful to entering their hours worked thoroughly and honestly. A collective commitment to those items is sufficient for the time being.

**The Project**

Knowball is a sports trivia game based on a simple, universal pastime: naming obscure athletes. Players are given a category, 60 seconds, and are scored on the obscurity value of the athletes they name. Our goal, currently, is to implement a playable, in-browser version of the game described. We are exploring possibilities for an AI tie-in to the project, but only if suitable. It is poor software practice to put square pegs in round holes, as is often the case with AI. Some potentially valid use cases are 1) sentiment analysis as a determinant of obscurity or 2) a “hard mode” where ML is used to produce categories with a restricted scope; for example, “1000-yard rushers for the Detroit Lions” or “Champions League winners from Brazil.” In lieu of those options, there are other means to add technical depth – online multiplayer, live leaderboards, and a mobile version being options. Regardless, developing Knowball will be both fun and educational. We are all excited to get started.

**Signatures**

**A black and white logo

Description automatically generated**

