

A. Preparation for Team Contract (Based off template from Nathaly Verwaal)

1. What do I want to get out of the team project?

a. What do I want to learn?	- Good UI design - Communication skills (e.g., Programming, Game Design, Team Management, etc.)
b. How do I learn?	- Working with others - Practice/Prototyping (e.g., Reading a Text, Watching a Video, Trial and Error, etc.)
c. What are my goals for the project?	- Create a functional project with a good design (e.g., Good Grades, Attractive Game, Smart A.I., etc.)
d. What are my hopes and fears about the group?	- We hope everyone contributes (e.g., Project will take too much time, Late nights before deadlines, My ideas will be ignored, etc.)

2. What do I have to offer the team and project?

a. Previous experience (that might be useful to the team...)	- Programming experience (e.g., Played the Game or a Similar Game, Programming, etc.)
b. Special skills (that I can teach/coach/contribute...)	- Programming, how to communicate (e.g., Technical Writing, Conflict Resolution, Programming, Generate Ideas etc.)

3. My Personal Preferences and Work Styles are:

- Communicating lots while working in groups
- Trying things, and asking group for help if necessary
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B. Team Contract

Date: Jan 25 2019

Tutorial Section: 01

Team Number: _____

1. Team Goals

<p>- create a good project with good UI design and functionality</p> <p>(e.g., get a good grade, make a visually appealing application, create a useful application, etc.)</p>
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2. Team Roles (e.g., Code Reviewer, Lead, Designer, Architect, Technical Writer, Coordinator, etc.)

Name	Roles
Victor	Programmer, Contact,
Jason	Programmer,
Saurabh	Programmer,
	Programmer,
	Programmer,

3. Team Organization

How will you communicate?	Slack (e.g., Email, Skype, Instant Messaging, etc.)
Where/when will you meet?	During tutorials (e.g., On-Campus, Off-Campus, Mondays, etc.)
How will you share files?	Slack/Github (e.g., Email, USB, Dropbox, BitBucket etc.)
What operating system will you use?	Linux, Mac, Windows (e.g., Scientific Linux, Ubuntu, Windows, etc.)
What editor(s) will you use?	Sublime, (e.g., gedit, Notepad, etc.)
What editing style will you use?	Indentation, Commenting (e.g., indentation? commenting? etc.)
Any additional considerations?	N/A

4. Expectations from Team Members (e.g., Attend all meetings – Bring donuts after missing a meeting, Complete project task before class – Kicked out of team if not completed 3 times, Be open to contributions and ideas from all team members, etc.)

Expectation	Consequence if expectation not met
Show up for meetings	- Buy group coffee if you miss a few
Get work done on time	- 
Communicate when necessary	- Warning to communicate more

All team members participated in formulating the standards, roles, and procedures as stated in this contract.
We understand that we are obligated to abide by these terms and conditions.

- 1) Vickien date Jan 25 2019
- 2) Jason date Jan 25 2019
- 3) Shen date Jan 25 2019
- 4) _____ date _____
- 5) _____ date _____