Group Contract

Group Members:

- David Hua

- Alex Pryce

- Zak Sharp

- Amanda Wang

Date: 2024-10-03

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(1) Goals:

Team Goals:
- Complete a high-quality, fully reproducible Data Science project that answers one of the key questions posed by the stakeholders.

- Investigate demographics of video game players, most popular playing windows, and individual player history using data science analyses skills

- Ensure that all code, analyses, and results are clearly documented and understandable by an external reviewer.

- Meet all submission deadlines and achieve a high grade on the final project.

- Actively communicate and contribute to project

Accomplishments:
- Accurately predict the chosen question using the data and models.

- Generate clear insights from the data that can inform stakeholder decisions (e.g., player recruitment or resource management)

- Draw meaningful conclusions from visualization models to provide advice on more targeted recruitment

Skills Development:
- Improve skills in data wrangling, exploratory data analysis, and predictive modeling using Python.

- Refine communication skills through markdown documentation and presenting data-driven conclusions.

- Strengthen collaboration and teamwork abilities in a data science context.

- Become familiar with GitHub and version control strategies

- Produce clear, concise, and easy-to-read Python codes

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(2) Expectations:

Attendance:
- Attend all scheduled meetings unless prior notice is given with a valid reason.

- Be on time and prepared to contribute to discussions and tasks.

Participation:
- Actively participate in all stages of the project, from data wrangling to final reporting.

- Provide feedback, ideas, and solutions in a collaborative and respectful manner.

- Ensure timely progress on assigned tasks and maintain regular communication.

Communication:
- Provide updates on assigned tasks during meetings or via group chat.

- Raise any concerns, blockers, or issues as soon as possible to avoid delays.

- Regularly reply communicate to ensure the team is on track and meeting all deadlines

Quality of Work:
- Deliver high-quality code that is reproducible, well-documented, and aligned with best practices.

- Ensure that visualizations are clear, accurate, and follow data visualization standards to effectively interpret patterns (if any)

- All members will review each other's work before the final submission to ensure quality control.

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(3) Policies & Procedures:

Meeting Procedures:
- Meetings will be held weekly on [Day] at [Time]. Additional meetings will be scheduled as needed.

- Each meeting will have a set agenda to ensure efficiency, and members will report on the progress of their tasks.

- Members are expected to come to meetings prepared with progress

Task Management:
- Each team member is responsible for updating the shared task document with progress.

- Deadlines will be set for each stage of the project. Failure to meet deadlines without prior communication may result in task reassignment.

Conflict Resolution:
- If a team member is not fulfilling their responsibilities, the team will first address the issue directly with that person in a respectful and constructive manner.

- If the issue persists, the matter will be escalated to the course instructor for mediation.

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(4) Consequences:

Non-Performance:
- If a member fails to complete their assigned tasks by the agreed-upon deadline without prior communication, their tasks will be reassigned to other team members, and the non-performing member's contribution grade may be reduced.

Repeated Issues:
- If a member repeatedly fails to meet expectations, does not attend meetings, or does not communicate with the team, they will receive reduced credit for the final project. This will be reported in the final teammate evaluation.

Signatures:

- Alex Pryce

- David Hua

- Zak Sharp

- Amanda Wang