GUSTAVUS

GUSTAVUS ADOLPHUS COLLEGE

MCS 394 TEAM CONTRACT
Spring 2025

Team Name: **Col. Mustard in the Billiard's Room with the Candlestick**
Team Lead: **Corey**
Architecture Lead: **T-Dizzy**
GitHub and Testing Lead: **Andrew**
Creative Lead/Primary Help Lead: **BMCP**

Section 1: Mission Statement

Col. Mustard in the Billiard's Room with the Candlestick will work together to create a functional demo for a video game. They will share equal responsibilities and follow an agreed upon timeline. They will document bug history and version history in a professional manner.

Section 2: Roles and Responsibilities

All team members will:

1. Adhere to the ACM Code of Ethics and Professional conduct (https://www.acm.org/code-of-ethics/software-engineering-code).
2. Submit work assigned and volunteered for on or before the assigned/agreed upon deadlines
3. Ensure the quality of work for both individuals and the team
4. Participate in all team meetings and document the details covered in all meetings.
5. Attend all meetings with the faculty coach – this is mandatory!
6. Inform the team of any extenuating circumstances that will prevent the mentioned responsibilities from being fulfilled
7. Immediately arrange to fulfill any required duties in the event of extenuating circumstances
8. Carry out required tasks and communicating findings and results
9. Plan agendas of meetings with the client, the faculty coach, and/or the industry mentor when deemed necessary by the team
10. Document major issues and decisions related to the project and communicate them to the team
11. Communicate honestly with the entire team if they perceive a problem within the team dynamic

The **Team Lead**, Corey Lundgren, will:

1. Collaborate with the team to determine what needs to be done to achieve Milestones agreed upon in the project Timeline (see Project course syllabus for definitions)
2. Constrain the scope of the project to ensure feasibility of deliverables, meet project timelines, and minimize scope creep and other undesirable outcomes
3. Delegate tasks and track progress toward completion of tasks, assist in achieving on-time task completion where possible
4. Serve as the main point of communication with the class and professor
5. With faculty support and guidance, enforce consequences in the case of contract breach
6. Provide final approval of all reports and presentations prior to final submission
7. Collaborating/assisting with other members of the team in the design activities of the project
8. Take on additional project work as agreed

Thomas Warnke will be Architecture Lead:

1. Plan and Organize code
2. Know the function of every file, help team members find the files they are looking for
3. Help other coders with their bugs and issues
4. Learn the most advanced techniques GODOT
5. Assist in managing version control, per the instruction of the Github/Testing lead
6. Document bug fixes
7. Assign coding projects to other team members (including Team Lead)

Andrew will be GitHub and Testing Lead:

1. Ensure project is sufficiently backed up
2. Instruct team members on best practices for backing up
3. Manage the Github
4. Know how the game is intended to function
5. Test the game, and report issues to Team Lead/Architecture lead
6. Document bug history
7. Ask to assist Architecture lead when out of work

BMCP will be Creative Lead/First Helping Hand

1. Create game sprites that are interesting
2. Find/make appropriate music for the game
3. Be the primary story writer
4. Ensure gameplay is enjoyable
5. Be primary helper for Team lead on presentations
6. Ask to assist Architecture lead when out of work

Section 3: Communication
Team members will:

1. Send all project related communications to the whole team as well as to the faculty coach, industry mentor, communications coach, and/or client when appropriate.
2. Respond to e-mail correspondence within 24 hours, within 12 if via text or Discord
3. Share knowledge related to the project to ensure teammates understand relevant topic(s) and their connections
4. Stay focused during discussions and learning activities
5. Communicate honestly with the other team members in all correspondence

Section 4: Consequences
1. In the event of a breach of this team contract by any team member(s), a verbal warning followed by a written warning delivered by e-mail or in person shall be issued, allowing the member to correct their behavior.
2. In the event of a second breach of this team contract by any team member(s), a verbal warning followed by a written warning delivered by e-mail or in person shall be issued, allowing the member to correct their behavior.
3. In the event of a third breach of this team contract by any team member(s), a verbal warning followed by a message to the faculty coach, with whom further consequences can be discussed

Section 5: Modifying this Contract
If changes to this contract become necessary after it is signed, all team members must agree to and sign the modified contract. If this contract is modified, and the modified version is signed by all team members, then the previous version will be null and void.

All changes to the team contract need to be approved by the faculty coach.

Section 6: The Calendar

This calendar is organized by goals of each week. This calendar is tentative and can be modified throughout the process.

1/13(already passed): Met team, began drafting contract

1/24: Finish contract, finish GODOT (2d) tutorials

1/27: Begin and finish 1 page pitch, prepare Q1 presentation, finish GitHub tutorials

2/3: Give Q1 presentation, begin development on game mechanics and creating sprites

2/10: Continue development

2/17: Continue development

2/24: Continue development, create midterm presentation, finalize game mechanics and sprites

3/3: Break

3/10: Finish/give midterm presentation

3/17: Continue development, begin level design and music/voice acting

3/24: Continue development

3/31: Continue development, create Q3 presentation

4/7: Continue development, finish/give Q3 presentation

4/14: Finish development, finish level design and begin final testing, begin crafting final presentation, start Game Design Document

4/21: Do final testing and bug fixing, as well as other finishing touches, finish final presentation

4/28: Give final presentation (may happen on 4/25), turn in Game Design Document and Demo. Talk about next steps

Section 7: Acknowledgment of Contract

Corey	*Corey Lundrgren*	**1/24/25**
Team Lead	**Signature**	**Date**
Thomas	Thomas Warnke	**1/24/25**
Team Member A	**Signature**	**Date**
Andrew	Andrew Gotziaman	1/24/25
Team Member B	**Signature**	**Date**
Jonathan	*Jonathan Solhjem*	1/24/25
Team Member C	**Signature**	**Date**