

# 6.031 Team Contract

Project git directory:

`ssh://git@github.mit.edu/6031-sp19/crossword-jyj-yanniw-zehang.git`

## Goals

- What are the goals of the team?
  - **Finish the project**
  - **Be able to write production level code**
  - **Apply everything we learned in 6.031**
- What are your personal goals for this assignment?
  - **Ze: Learn how to work collaboratively with other people on coding**
  - **Jessica: Learn how to apply all the skills we learned this semester**
  - **Yanni: Learn how to be a better java programmer**
- What kind of obstacles might you encounter in reaching your goals?
  - **Synchronization/concurrency issues**
  - **Deciding that one abstract data type might work better later on**
  - **Having no clue what the next step should be**
  - **Other time commitments from other classes**
- What happens if all of you decide you want to get an A grade, but because of time constraints, one person decides that a B will be acceptable
  - **We will talk to them nicely to agree on a grade we all want to get. Majority rules.**
- **Is it acceptable for one or two team members to do more work than the others in order to get the team an A?**
  - **No, unless there is an extenuating circumstance (i.e. medical emergency) that puts one or more members out of commission.**

## Meeting and communication norms

- **How will you use the in-class time?**
  - **Work on the deliverables if needed, discuss code that we want to/already pushed, and plans for the next step.**
- How often do you think the team will need to meet outside of class? How long do you anticipate meetings will be?
  - **Meetings outside of class at least once per week, anticipated duration = 3-5 hours**
- Where and when will outside-class meetings be held?
  - **Simmons Hall, most likely on weekends**
- **How will you communicate outside of meetings?** (Email list? Realtime messaging platform?)

- **We will use Facebook messenger and communicate in person (meetings outside of class).**

## Work norms

- How much time per week do you anticipate it will take to make the project successful?
  - **At least 3-5 hours per week**
- **How will work be divided among team members?** (Show how you filled in the Latin square from the project handout.)
  - **See latin square**

	Server-side logic	Game logic	Client-side logic
Specs	Jessica	Ze	Yanni
Test	Ze	Yanni	Jessica
Code	Yanni	Jessica	Ze

- **Where will you record who is responsible for which tasks?** (You will have more fine-grained tasks, and the Latin square is too coarse by itself.)
  - **We will record in a spreadsheet**
- How will deadlines be set?
  - **Set on a per deliverable-basis, unless decided otherwise**
- What will happen if someone does not follow through on a commitment (e.g., missing a deadline, not showing up to meetings)?
  - **We live in close proximity with each other, so we will check in on them to make sure things are going well, and figure out the best way to make progress together**
- How will the work be reviewed?
  - **By at least one other person in the group, notified through facebook messenger**
- What will you do if one or more team members are not doing their share of the work?
  - **Talk to them and see if we can work something out, otherwise we may need to discuss to the TA in charge**
- How will you deal with different work habits of individual team members (e.g., some people like to get assignments done as early as possible; others like to work under the pressure of a deadline)?
  - **We will set strict deadlines, but how the member chooses to work before the deadline is up to them, as long as they fulfill their responsibilities by the deadline.**

## Decision Making

- Do you need consensus (100% approval of all team members) before making a decision?
  - **Yes, and if consensus, discuss what problems exists, and try to reach a compromise that all members can agree upon.**
- What will you do if one of you fixates on a particular idea?
  - **See if the idea is feasible, then majority rules**

We agree to this contract

Jessica Yang

Ze Hang Zheng

Yanni Wang