Team Contract

**1. Team Goals**

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| --- |
| *(e.g., get a good grade, make a visually appealing application, create a useful application, etc.)*  Get an A, make an interesting adventure game, improve learning, prepare as a team for coding challenges, minimum conflict.  We picked an animation game and decide to go with the Asteroids game.  Asteroids game should have movement, shooting, menu and high score board working. |

**2. Team Roles**

All team members must contribute to the code base and understand all documents submitted by the team. Other roles can be assigned to individual team members based on their strength or on a rotating basis. (Your team may start by rotating roles and then assign based on strength.)

**Code Reviewer: Fetsami Araya**   
(Provides feedback on the quality of all code submitted to the code repository. Some require a code review before the code is added to the code repository.)

**Team Leader** : **Edi Lacic**

(Decides what the team will work on based on input from all team members.)

**Meeting Facilitator: Jarod Stokoe**

(Organizes time/ location of meetings, ensures meetings stay on track, and all team members can and do contribute during meetings.)

**Code Repository Manager:**  **Fetsami Araya**

(Sets up code repository, versions code for the various deliverables, helps other team members use repository, ensures code in repository compiles and runs.)

**Coordinator** : **Jarod Stokoe**

(Follows up with individual team members to ensure deadlines will be met or if meetings or deadlines are missed.)

**Technical Writer: Haotian Chen**

(Creates documentation required for project such as README file and test document.)

**Architect:**  **Simranjit Dhugga**

(Manages overall design of implementation and classes and maintains class diagram and other UML documentation.)

**Other : Everyone**

(Specify role, responsibility in role and individuals in role)

**3. Team Communication**

First discuss the communication tools each individual team member uses in their lives on a daily basis. Then decide what communication tool you will use as a team. This may be a new communication tool or something that all team members are already using.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Team member 1 | Team member 2 | Team member 3 | Team member 4 | Team member 5 | Team member 6 | Team Communication tools |
| Texting |  |  |  |  |  |  |  |
| Phone calls |  |  |  |  |  |  |  |
| E-mail |  |  |  |  |  |  |  |
| D2L team discussion board |  |  |  |  |  |  |  |
| WhatsApp | **X** | **X** | **X** | **X** | **X** | **X** | **We already have a WhatsApp group created** |
| Slack |  |  |  |  |  |  |  |
| Skype |  |  |  |  |  |  |  |
| Google Hangout |  |  |  |  |  |  |  |
| Facebook (messenger) |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

**4. Team Meeting Schedule**

It is recommended that you set aside 2 hours each week for a team meeting. Teams are formed to ensure that most teams have a 2 hour time block where all team members are available.

Meeting time: **Weekends 🡪 Mornings to afternoon**

**Monday: 11-1pm**

Meeting location: **Campus**

(Location on-campus, off-campus, virtual (specify tool used), etc.)

Standing meeting agenda: 1. Set priorities before   
 (eg: update from all team members – 20 min)

2. Assign tasks  
 (eg: identify problems that need to be resolved (based on update) – 20 min)

3. Show progress after working

(eg: discuss/prioritize upcoming tasks – 10 min)

4. Fixing problems that weren’t completed in step 3

(eg: design work to be completed and assign to individuals – 50 min)

5. Decide what must be accomplished before the next meeting

**4. Expectations from Team Members**

Prevent unnecessary conflict by setting clear expectations.

If you can’t make it to a team meeting then:

**Work remotely and then merge work afterwards.** **Prepare for the following meeting and stay updated if you missed a team meeting.**

**Or stay online during the meeting.**

(eg: let coordinator know as soon as you know you can’t make it and ask coordinator for results of meeting)

If you have problems completing your part of the code for the project then:

**Ask for help so we don’t get stuck at one part. Or work together during a meeting.**

(eg: contact architect after struggling with the problem/code for 30 minutes without results and at least 48 hours before your share is due.)

If you haven’t contributed any ideas during the meeting yet then:

**Show a level of comprehension of the previous ideas/code. Updating the readme file, commenting work, finishing the class diagram, etc.**

(eg: meeting facilitator will ask for your ideas during/after the meeting. Let facilitator know if this is problematic for you ahead of time.)

If you have so many ideas that you have spoken for most of the meeting then:

**Make sure that we hear ideas from everyone, don’t end the meeting until we hear all ideas.**

(eg: meeting facilitator will ask you to hold your thoughts and give other team members a chance to speak.)

If you see that code contributed by another team members is incorrect or could be improved then: **Change it or improve and let them know what you did to change it. It benefits all of us since it’s a team project**

(eg: you’ll explain why the code is incorrect and how it can be improved but the team will decide if changes are required.)

Other expectations: **Everyone contribute something it should be good.**

**5. Signing**

If any team member does not meet these expectation, this team members should be reminded of this contract and this should also be reflected in the peer evaluations.

Names of team members that have read and agreed with all parts of this contract:  
  
Edi Lacic Fetsami Araya Haotian Chen  
  
Simranjit Dhugga Jarod Stokoe