Final Project Team Contract

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Goals

1. Create something usable

We want to create an product that can and will be used by others. When the project time is over, we want our project to be in a usable state.

2. Build a successful solution to an interesting problem

This is a challenge, but also a goal of ours. We want to find a problem that impacts many people and figure out why current solutions to the problem are not succeeding to the extent they could. Using what we learned from other solutions and our own ideas, we want to create a better solution than what exists now.

3. Own it!

We want to take great pride in our project. We want to really get after it, and do as much as we possibly can to make it what we envision.

4. Get an A

If we succeed at the three above goals, then this goal should be easily achievable. In order to succeed at the first three we find it critical to follow the lessons we have learned in class.

Challenges

1. Meetings

We ideally want to meet together to work as much as possible. We will communicate through a group IM about our progress and availability. If two or more people are free and working at the same time, they will do their best to meet up with each other and work together. We will also plan group meeting times, where the entire group will discuss progress and work together.

2. Accountability and Deadlines

We will use a virtual scrum board to keep a list of tasks that need to be accomplished for deadlines that either we set or that are set by the class. We will also keep an overall list of all deliverables and tasks that need to be accomplished to complete them in a separate google document. Essentially, the scrum board will keep track of our sprints and the google doc will keep track of our entire product backlog.

3. Have realistic goals for the application

Since our team is very excited about the project, we may run into a situation where we create unrealistic goals. We have decided that all major decisions by the group must be a

consensus. We will also order features by priority. Leaving the less important, but nice to have features for if we have extra time.

4. Progress blocking

We have all experienced some progress blocking in the previous project. In order to mitigate this, we will prioritize tasks that are currently blocking other members, and try our best to make sure they are done before they block others.

5. Have a perfect data model

We realize how important a data model is to our development. We want to create a perfect data model as soon as possible.

If things don't go according to plan…

There are two possibilities that we can foresee that would cause things to not go according to plan. The first has to do with accountability. If a teammate is not contributing enough to the project, which we don't expect to happen, we will address it as a group. If it continues to persist then we will get advice from our mentor with how to continue.

Also, life happens. We are all busy people, someone could get unexpectedly sick, members could be leaving for interviews, and other situations can arise. Thus, we will be very aware about the scope of our project and discuss scaling it back if we have any major loss of manpower or time. If any severe circumstances occur, we will discuss revising the team contract.

Expected level of achievement and effort

Danny Sanchez:

Willing to put in a great deal of effort to make the project as good as it can be. Also willing to step in and cover for others (given that I have the time), if they are not able to finish a task for an external reason. I want to make an application that I'm really proud of, so with consideration to time, I'm willing to put in whatever effort is necessary.

Sabrina Drammis:

I plan to put in as much work as I can to achieve a great project. I really enjoy this class and want to create a project that I'm proud of. I'm willing to step up in any way needed. I want to create a well polished project in the time given, with at least the core functionalities that we decide upon as a group.

Grant Gunnison:

Definitely want to get a good grade on this project, but my goal isn't necessarily to get a good grade, but to build a cool solution to a problem. This has definitely been one of the cooler classes I've taken and really want to put in a solid effort to build something cool.

Sam Edson:

Want to make a viable solution to a problem, and I want it to be polished. Working this summer I got a taste for seeing other people use something I actually created. I want this project to be one of those things: something cool that isn't just used by me, but something other people can thrive off of and enjoy.

Personal goals

Danny Sanchez:

Put into practice everything learned in class, to gain experience making quality software. Examine how these lessons really hold software together, and why these practices are good. Enhance technical skills and knowledge of web and software development in the process.

Sabrina Drammis:

My main goal of this project is to utilize what I have learned throughout this course in order to develop a great application. I saw how helpful the process that we have been taught was to developing a smaller project, and I am excited to see what we can do with more time. I also see this large project as an opportunity for me to learn more and hone my skills.

Grant Gunnison:

I want to put my new learned skills to use! We've learned a lot so far this semester and want to use my knowledge to build something useful. I'd like to learn more along the lines of UI design and make stuff look awesome, but am very excited to be in a group where everyone is ready to work hard and wants to spend the time to build something that many people will use and enjoy.

Sam Edson:

My teammates on this project are very skilled coders. Personally, I would like to learn from them, and show them some of the different things I know. I am now on the Water Polo team so improving my time management skills will be essential for the first 5 weeks of the project, but it does not mean that I will not contribute the same amount my teammates do.

Meeting Logistics

We plan to meet three times a week: Tuesday, Friday, and Sunday. Tuesday will either be a work day or discussion day depending on the tasks that need to be accomplished. Friday will be a discussion day, as we plan to discuss how to move forward after our weekly mentoring meeting. Sundays will be a work day. Work days will have long meetings for multiple hours where we code as a group and discuss implementations. During discussion days we will hold brief meetings (up to an hour in length) in which we will talk about design, timeline, and updates.

Work Logistics

In order to main quality work, we will review each others code. This is mainly to ensure that code is easily understandable, well documented, and clean. Also, before any major implementations are done, we will discuss them as a group and come up with a plan for implementation. This discussions will also ensure that everyone in the group has knowledge of the workings of the large features of the project.

Tasks will be both self assigned and group assigned. People will be able to chose their tasks based off of the interests. If no one is willing to pick up a certain task, then the group will decided upon who they think will be best for the task.

If we miss any deadlines, then we will continue working to get everything in as soon as possible. We will complete every requirement because we find the process that we have been taught through this class important to developing a successful project.

Decisions and Disagreements

As stated previously, all decisions must be made as a group consensus. If there are disagreements then we will discuss the issue until we have found a solution that everyone can agree upon.