Team Contract: Phase 3
Goals:

- Get best grade possible
- Make a GUI
- Learn to work together well on a team project
- Overcome any obstacles in an efficient manner
- We will try to work equally, but if one person doesn't have enough time to finish their part, then we are okay with the rest of us taking on that part to help get the project done on time. The person who didn't finish their part on time will have more responsibility to do finishing touches on the code/spec/tests.

Meeting Norms:
Definite meeting times:

- Tuesday 12/2 2pm until 5:00pm Burton Conner
- Wednesday 12/3 in class and 3:30 to 5pm BC
- Thursday 12/4 1pm to 6pm
- Friday 12/5 inclass then 3pm to 5pm
- Saturday 12/6 11pm - 2pm
- Sunday 12/7 4pm - 5:30pm
- Monday 12/8 from 1pm to 10pm
- Tuesday 12/9 from 1pm till necessary

Work Norms:

- We expect this to take 15 to 20 hours over the course of this week
- We will distribute the work as equally as possible, taking into consideration each person's individual skill
- We want the Phase 2 integration done by Tuesday night
- By end of Friday we want all specs done
- We will record who is responsible for a task in a text file in the repo
- If someone does not follow through on a commitment, they will be expected to complete the work that would've been done at the meeting on their own time
- We will each look at each other's code for review

Decision Making:

- 100% consensus before making a decision
- If someone fixates on a particular idea, we will consult as a team before doing a big design change

Signed:
Gary Burnett, Lisandro Jimenez, Masha Karelina