

Hum

a social, cross-platform music streaming app

This document describes our team social contract for this project

Roles

- Taskmaster
- Gitmaster
- Testmaster

Daily process

- Morning standup started by yesterday's Taskmaster
 - New roles assigned (yesterday's Taskmaster)
 - Yesterday? Today? Obstacles? (today's Taskmaster)
- Discuss any issues if project was worked on night before after class
- Work on assigned tasks, pair program on larger tasks
- Record issues that are non-blocking and discuss right after lunch at re-group meeting
- Bring up any persistent blocking issues
- After lunch have re-group meeting where you check-in with blockers, status updates and plan for EOD merge
- Immediately prior to end of day make applicable PRs, review each other's code and merge into master
- Work on your own branch and inform rest of team edited/affected files if working post-class

Team expectations

- Each of us reserves the rights to our nights and weekends, and we have all been straightforward about when and how we can commit to working on the project
- If you have a blocking issue, slack before interrupting another's train of coding-thought
- We will assign tasks both vertically and horizontally (working on both front- and backend in logical fashion)
- Break up tasks based on strengths, but don't reserve whole code portions for certain members (e.g. work on pieces of everything)

Issues

- If the group is divided on a certain decision we will take the following steps:
 1. List out the pros / cons
 2. Discuss for 10 minutes
 3. If the vote is split, escalate to a fellow or instructor