Team Contract

# Signatures

We agree to uphold the commitments described below and to work collaboratively, communicating clearly and respectfully. We also agree to revisit and refine this contract if necessary as the project develops.

**Michael Mercer: \_\_\_\_Michael J Mercer\_\_\_**

**Christ Creatura: \_\_\_\_Christopher M. Creatura\_\_\_**

**Juan Pablo Vargas: \_\_\_***Juan Pablo Vargas (signed: 9-15-2025\_***\_\_\_\_\**  
  
**Dr. Evenhouse (advisor):** *\_\_\_David A. Evenhouse (signed: 9-15-2025)\_\_\_\_\_*  
  
**Date:** 9/15/2025

**Team Name:** The Evergreen Classroom

# Meeting Schedule

* **Frequency of Meetings:** Once per week
* **Meeting Platform/Location:** Online or In-person
* **Expected Duration:** 30min – 1hr
* **Communication Tools:** dedicated discord server and email

# Project Focus

Our project will focus on creating a sustainable learning environment by providing homework problems which meet the course's learning objectives in a way where the context of the content is personalized to the student. By automating the synthesis of homework problems, professors save hours of time spent every year to keep their class fresh, and students benefit from the personalization of their homework problems.

The goal of this project is to create a prototype to prove that AI can be leveraged to generate homework problems suitable for a college statics course. The prototype shall generate problems based on a choice of predefined majors of students the type of statics problem, and user-defined parameters for the bounds of numbers used in the problem. The output should be the text of the word problem, a diagram describing the problem, and the solution. Ideally to best serve the needs of the classroom, a step-by-step solution and/or rubric should be included in the output but is not necessary as a prototype.

# Roles:

We are all software developers with backgrounds in machine learning. We will work collaboratively on this project and assist each other as the project goes on.

JP: Project Manager/Software Developer

Michael Mercer: Software developer

Christopher Creatura: Software developer