Software Development Contract for Brian Bird - Peer Review App

Dear Mr. Bird,

Please find enclosed our contract for the development of a web application to facilitate the peer review process for academic course assignments. We hope that this app will make the process easier and more streamlined for both students and instructors.

Our team has thoroughly reviewed the Requirements Document and is fully prepared to implement the following key features:

- Handling uploads of various document types from students
- Separate dashboards for students and instructors with appropriate functionality
- Automatic and manual assignment of students within groups for peer reviews
- Integration with Moodle via LTI, if time allows
- Responsive design optimized for desktop web browsers.

Our team will work closely with you to refine the requirements throughout the development process to ensure the final application satisfies your needs. We aim to deliver the system on time and provide a maintainable solution. We thank you again for the opportunity, and look forward to collaborating with you on this project.

Please review this contract and let us know if any changes are needed before proceeding with signing.

Best regards, Jason Bruce, Travis Burns and Aiden Leach The CS 246 System Design Project Team

Contract for Development of a Class Management Web Application

1. **Project Overview**

   The goal of this project is to develop a web application to facilitate the peer review process for academic assignments. Key functionality includes:

   a. Student registration and course/group enrollment by instructors

   b. Student dashboards to view assigned reviews, upload documents, view grades

   c. Instructor dashboards to create assignments, manage courses/groups, perform grading

   d. Automatic assignment of reviewers based on groups; manual reassignment as needed

   e. Document upload handling (PDF, Word, code files, etc.)

   f. Basic admin functions and password resets The app will be optimized for desktop web browsers.

2. **Deployment**

   The web application will be deployed to smarter Asp.net.

3. **Documentation**

   There will be three separate "help" pages based on the user's role. The pages will run users through the basic operations of students, teachers, and administrators.

4. **Estimate of Effort**

   Based on the requirements outlined, we estimate the following development hours:

   User routes registration: 12 hours

   Student routes dashboard, uploads, peer reviews: 25 hours

   Instructor creation of courses, assignments, groups: 20 hours

   Instructor dashboards, grading, manual group assignment: 25 hours

   Document upload handling, viewing, feedback: 15 hours

   peer review assignments: 20 hours:

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Admin functions, password reset: 12 hours

Database design and implementation: 16 hours

User interface design and implementation: 24 hours

Integration, testing and deployment: 20 hours

Total estimated hours: 189

Actual development time may vary from this initial estimate.

5. **Timeframe and Workflow**

Development will follow an agile methodology over a 10 week period with the following:

- Iterations of 2 week sprints
- Sprint planning to agree on features and priorities for each sprint
- Implementation and testing of agreed functionality
- End of sprint demos for the client to provide feedback Each developer will allocate approximately 10 hours per week to the project, for a total of 30 hours per week.

6. **Cost Estimate and Payment Terms**

As this is an academic project, no fees will be charged for development services provided by the project team.

7. **Problem Issues**

Features that may result in delays or particularly difficult to implement:

- Moodle LTI Integration
- File management

8. **Software Development Agreement**

This Software Development Agreement (the "Agreement") states the terms and conditions that govern the contractual agreement between a Lane Community College student team consisting of Jason Bruce, Travis Burns, Aiden Leach (the "Developer"), and Brian Bird having his principal place of business at *4000 East 30th Ave. Eugene, Oregon 97405* (the "Client") who agree to be bound by this Agreement.

Contract for Development of a Class Management Web Application

WHEREAS, the Client has conceptualized the PeerReviewApp (the "Software"), which is described in further detail in the first section of this document, and the Developer is a contractor with whom the Client has come to an agreement to develop the Software.

NOW, THEREFORE, in consideration of the mutual covenants and promises made by the parties to this Software Development Agreement, the Developer and the Client (individually, each a "Party" and collectively, the "Parties") covenant and agree as follows:

A. DEVELOPER'S DUTIES. The Client hereby engages the Developer and the Developer hereby agrees to be engaged by the Client to develop the Software in accordance with the specification described above and any changes requested by the client during the development process.

B. CLIENT'S DUTIES. The Client hereby agrees to meet with the Developer at least once every two weeks for two-hour sprint review meetings. The Client will provide the requirements for the Software and evaluate the Software at the end of each sprint to determine if it is meeting the requirements.

C. DELIVERY. We will practice continuous delivery by working in two-week sprints in which we will implement a subset of the application's features and deliver working software for the client's evaluation. The deliverables for each sprint will be agreed upon by the client and the developer. Upon completion of each Sprint, the Client shall review the functionality of the Software and communicate both aspects with which they are satisfied and aspects which they would like to be changed. If there is a delay in delivering the features or changes planned for a sprint, the Developer and the Client shall discuss in good faith at the next Sprint Review Contract for Development of a Conference Mobile App Meeting and the Developer shall make use of all available resources to deliver those features or changes in the next sprint.

D. INTELLECTUAL PROPERTY RIGHTS IN THE SOFTWARE. The Parties acknowledge and agree that the Client will hold all intellectual property rights to the Software including, but not limited to, copyright and trademark rights. The Developer agrees not to claim any such ownership in the Software's intellectual property at any time prior to or after the completion and delivery of the Software to the Client.

E. INDEMNIFICATION. The Developer and Client agree to indemnify, defend, and protect each other from and against all lawsuits and costs of every kind pertaining to the software. The Developer agrees to indemnify, defend and protect the Client from the Developer's infringement of the intellectual rights of any third party.

IN WITNESS WHEREOF, each of the Parties has executed this Software Development Agreement, both Parties by its duly authorized officer, as of the day and year set forth below.

Contract for Development of a Class Management Web Application

Jason Bruce   **Date**

_____ _____

Travis Burns   **Date**

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Aiden Leach   **Date**

CLIENT

_____ _____

Brian Bird   **Date**