A. Preparation for Team Contract (Based off template from Nathaly Verwaal)

Jase Pasay

1. What do I want to get out of the team project?

a. What do I want to learn?	Always looking to improve programming skills and to learn more things
b. How do I learn?	By trying things out for myself
c. What are my goals for the project?	Get a good grade and make something that will look good on a portfolio
d. What are my hopes and fears about the group?	I have 5 classes, worried about possibility of getting swamped

2. What do I have to offer the team and project?

a. Previous experience (that might be useful to the team…)	Worked in both front end and back end design
b. Special skills (that I can teach/coach/contribute…)	Solid understanding of good code design and architecture as well as a having a bit of an eye for design

3. My Personal Preferences and Work Styles are:

Personal preferences: Some degree of planning and organization as well as good communication from members
My work style is quite flexible; however I do like to work sequentially, I like to be able to check things of a list as I go

1. **What do I want to get out of the team project?**

a. What do I want to learn?	It would be nice to learn how to effectively develop and design eye catching and user friendly UI. It would also be nice to continue on developing my communication and presentation skills as a person.
b. How do I learn?	I am a more visual learner, I prefer to communicate with other people and develop a general solution together when possible. I find it is very easy to learn material when you have someone to discuss it with.
c. What are my goals for the project?	Of course good grades is an asset, but more importantly I want to be able to have effective communication within our team. I believe with effective communication and good work ethics we will achieve high scores.
d. What are my hopes and fears about the group?	I truly hope that this team project will be interesting and fun to work on, unlike other projects from other classes in the past. I want to be motivated and interested when working with my team. I fear that we might not have enough time for meetings or working on the project in general.

2. **What do I have to offer the team and project?**

a. Previous experience (that might be useful to the team…)	I am currently working on developing my own online portfolio using the REACT framework, I could shine some light there. I also have an Adobe subscription, which as photoshop and XD on it. Thus we can use XD for design.
b. Special skills (that I can teach/coach/ contribute…)	Adobe subscription, basic idea on how to use Adobe XD

3. **My Personal Preferences and Work Styles are:**

I prefer to have clear communication and be working with people that also have a passion and interest in the project. I tend to like to work on my individual part by myself, and then collaborate and change it up afterwards.

1. **What do I want to get out of the team project?**

a. What do I want to learn?	I want to learn more about what it takes to develop solid UI
b. How do I learn?	I learn through practice and using available resources
c. What are my goals for the project?	I aim to get a good grade
d. What are my hopes and fears about the group?	I fear that collaborating online may turn out to be too hard to organize

2. **What do I have to offer the team and project?**

a. Previous experience (that might be useful to the team...)	Experience coding with JavaFX, HTML, CSS
b. Special skills (that I can teach/coach/ contribute...)	I can mediate during team discussions

3. **My Personal Preferences and Work Styles are:**

I prefer collaborative coding with defined responsibilities to reduce interruptions

1. **What do I want to get out of the team project?**

a.　　What do I want to learn?	*Team management, how to make an efficient UI, learn more about HCI and user centric design, learn how to precisely do each step of the design process.*
b.　　How do I learn?	*Online research, working with the team, lectures, watching/reading online content*
c.　　What are my goals for the project?	*To get a good grade, to make a great project that is useful, to learn more about HCI and how to make user centric designs*
d.　　What are my hopes and fears about the group?	*Hopes are to learn and apply as much as I can, fear is that we won't be able to make deadlines or have issues amongst the group members*

2. **What do I have to offer the team and project?**

a. Previous experience (that might be useful to the team…)	*Priorly worked on group projects in CPSC 233 and SENG 400*
b. Special skills (that I can teach/coach/ contribute…)	*Generation of ideas, organization of tasks, efficient communication, coding experience.*

3. **My Personal Preferences and Work Styles are:**

I would like the tasks to be divided equally amongst the group members keeping in mind their strengths and weaknesses and for this to be done as soon as possible. I also feel that its important for all of us to help each other whenever we can.
We need to be accountable for our own tasks and roles in the group. Clear communication between the group members is a must.

B. Team Contract   Date: 21/09/2020

Tutorial Section: T02   Team Number: M

1. Team Goals

Get a good grade, learn as much as possible, cooperate and communicate well, create something that will look good in our portfolios

2. Team Roles *(e.g., Code Reviewer, Lead, Designer, Architect, Technical Writer, Coordinator, etc.)*

Name	Roles
Brian Du	*Coordinator*
Chuks Nwakanma	*Code Reviewer*
Jase Pasay	*UI Developer*
Pragya Chopra	*UX Designer*
Lougheed Wan	*Technical Writer*

3. Team Organization

How will you communicate?	Discord and MS Teams
Where/when will you meet?	Online, meet during tutorials and 6:30 PM Sunday if necessary
How will you share files?	Discord and MS Teams with Email as a backup as well as GitHub
What operating system will you use?	Windows and MacOS
What editor(s) will you use?	Visual Studio Code, Atom
What editing style will you use?	Commenting and indentation

4. Expectations from Team Members *(e.g., Attend all meetings – Bring donuts after missing a meeting, Complete project task before class – Kicked out of team if not completed 3 times, Be open to contributions and ideas from all team members, etc.)*

Expectation	Consequence if expectation not met
Fulfill assigned tasks and responsibilities	Two strikes rule: Major offenses (things that could cause the group to lose marks) warrant a strike. Kicked out of team if you acquire two major offense strikes.
Be transparent and communicate	Four warning system: 1st warning: Talk with member as a group (no meeting required) 2nd warning: Form a meeting and strategy to get member more involved 3rd warning: Involve TA 4th warning: Kicked out of group
Attend meetings	Three warning system: 1st warning: Talk with member as a group (no meeting required) 2nd warning: Form a meeting and strategy to get member more involved 3rd warning: Kicked out of group
Be respectful to one another	Four warning system: 1st warning: Talk with member as a group (no meeting required) 2nd warning: Form a meeting to resolve the issue 3rd warning: Involve TA 4th warning: Kicked out of group

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All team members participated in formulating the standards, roles, and procedures as stated in this contract. We understand that we are obligated to abide by these terms and conditions.

1) _____Brain Du_____date_____21/09/2020_____

2) _____Chuks Nwakanma _____date_____21/09/2020_____

3) _____Jase Pasay_____date_____21/09/2020_____

4) _____Pragya Chopra_____date_____21/09/2020_____

5) _____Lougheed Wan_____date_____21/09/2020_____