Team Contract

S1. Expected level of achievement and effort for each team member

Maddie Dawson: I expect to complete an application with design and utility good enough that I myself would be a satisfied user. Some of my goals include (1) a modular implementation that can easily be expanded upon, (2) a clean, consistent, and learnable user interface, and (3) sufficient features to make the app useful, but not so many that the original purpose of the app becomes diluted. I plan to to complete enough to satisfy team requirements as well as my own personal goals for the app. I will meet deadlines unless my time is restricted by other homework.

Heeyoon Kim: I expect to get the basic features in that allows the website to carry out the two desired main tasks: allowing applicants to apply to multiple companies, and allowing companies to post jobs. Also, support at least super basic filtering/search (simply through making queries to the database). Also, I would want to prioritize on the backend, and make sure that backend works, rather than having a pretty site that doesn't work as well. I plan to meet deadlines, or come forth in advance to my teammates if I feel overloaded due to other classes. If I needed help meeting a particular deadline, I plan to meet the other deadlines ahead of time/make sure that the work is especially good to make up for previous efforts.

Lynda Tang: I expect to have a solid foundation for an app that can be easily expanded on. It does not need to have all of the fancy features that we might want (ie: auto-filling of forms via pdf, etc), but as long as the basic functioning features and design is robust for future expansion and development and all the modules are secure and bug-free with a clean design, then I'm happy. I plan to meet my deadlines and complete what is required of me, as well as look ahead to see where possible issues may come up and plan around those.

Jennifer Wu: I expect that we achieve a highly-functional and well-designed web app. I will put in as much effort as needed to not only complete this project, but also make our web app as sophisticated as possible. I will meet all of my deadlines and am planning on completing all of my tasks several days before their set deadlines. Additionally, in the case someone does not do their part, I am willing to take up the work that needs to be done (and more).

S2. Personal goals for each team member

Maddie Dawson: My main goal is to learn and practice good web development techniques for addressing things such as security concerns and user friendliness. I would also like to become more familiar with strategies behind organizing routes. A third goal is to become better at collaboratively writing code, especially when the work is split across multiple components (such as user interface, models, database schema, routing, etc.).

Heeyoon Kim: I would like to become better at designing a more complicated site, which I think I can through this project. I would also like to becoming better at writing robust backend code in JavaScript, and recognizing what good JavaScript code looks like while doing code reviews. It

would be great if I can learn Bootstrap while doing this project, but if I become just better at backend instead, that would be ok as well.

Lynda Tang: I would like a functional and user friendly website, and I hope that this project will help better my understanding of good software and webapp design. I want to be able to look more into using Node.js and Javascript as well as check out designs in Bootstrap and Jquery.

Jennifer Wu: I would like to build a website that is easy to use and well be valuable to the two end users that we plan to have (employers and applicants). Through this project, I would like to improve my abilities to design a robust and user-friendly web app. I'm also looking forward to gaining a deeper understanding of Node.js and JavaScript.

S3. Frequency, length and location of team meetings
In general, we plan on meeting as we see fit, but at minimum, we will meet once a week for at least an hour (more likely two). Additionally, we will likely meet more often closer to deadlines. Our meetings will typically take place at the Student Center (floor 5) or in Maseeh, and they will usually occur at night or on weekends.

S4. How quality of work will be maintained
To ensure that the quality of work is maintained we will use branches to manage each of our individual working repository, and only working and clean code will be available in the master repository. Additionally, we will use unit tests to ensure that our code performs as expected. Furthermore, we will perform code reviews before pushing to the master repository. Ideally, everyone will code review everything, but at minimum, we will require that one additional person code review anything that is pushed to the master.

S5. How tasks will be assigned, and what to do if deadlines are missed
We will come up with the general tasks at group meetings. Tasks will generally be first assigned to those who voluntarily want to take up those tasks; however, we will try and ensure that the tasks that a team member gets covers a reasonable scope. We plan on keeping track of tasks in a spreadsheet managed by Lynda. Any remaining tasks will be divided with the goal of balancing everyone's workload and deadlines. Any additional tasks that arise outside group meetings will be divided similarly.

Generally, each task will be assigned a deadline. The goal is to always complete the task the day before the deadline; not having the task done by then signals that assistance is needed. In general, it is expected that a team member will notify the rest of the team as soon as possible if she cannot complete the task by the deadline. In the case that a team member consistently misses deadlines, we will hold a team meeting to discuss how to resolve this (but we don't see this occurring, especially given everyone's own expected level of effort).

S6. How decisions will be made and disagreements resolved

Big decisions must be reviewed by the entire team and decided by a majority vote. Additionally, the majority of design decisions will be reviewed by the entire team or the people whose work is affected by the decision (if none, then no review is necessary). Finally, in the case of a disagreement (aka 2 to 2 vote), we will be rational and evaluate the pros and cons of the situation, and compromise accordingly, if necessary.