GangOfFour Team Contract

Expected level of achievement and effort for each team member

The expected level of achievement and effort for each team member is that each team member will attend every meeting, unless they are unable to because of other prior commitments. We hope that each team member contributes a similar amount but know that this may vary in code depending on if a team member wants to put in more effort in design.

Personal goals for each team member

In terms of personal goals for each team member, we have listed them out. For Jianna, her personal goal is to be able to better understand how to implement a backend system effectively. While working on A4 and other projects, she realized that not thinking through things enough led to other problems, such as Vue not being reactive, and she hopes to change this approach and learn from this project. For Hophin, his personal goal is to apply ideas of conceptual design and sketches design to make a full stack website that can make a difference in the society. For Mufaro, his goals are to improve implementing backend structures that are easily scalable as well as creating more user-friendly UIs that are completely responsive. For Hillary, his goal is to grow in terms of building structured programs and learn to think more broadly about making ethical design decisions.

Frequency, length and location of team meetings

We plan to meet at least once every day for an hour at a time. The location will depend on where team members are but typically either in Media Lab, zoom, or on Stud 5.

How quality of work will be maintained

Quality of work will be maintained through setting clear expectations of what we want to design through our concepts and Figma sketches. By ensuring that everyone is on the same page and understands, we can ensure that the work that will be produced will be similar and of high quality because we have thought so much in advance of the design of our frontend and backend.

How tasks will be assigned, and what to do if deadlines are missed

The goal of this project is to have everyone learn, so we will have everyone have tasks on the frontend and backend. Tasks will be assigned depending on a person's skillset, passion about the particular task/desire to learn that particular task, and bandwidth for the week. If deadlines are missed, we will ensure we account for this when we create deadlines for the next cycle.

How decisions will be made and disagreements resolved

Decisions will be made as a team and disagreements will also be resolved as a team.