Computer Science Final Project Team Contract

This document concerns and outlines the expectation of each team member. Each member is expected to apply their knowledge to their full potential and attempt to push their limits.

Conflict Resolution Plan:

In the event of conflict between group members, a specific resolution plan must be implemented and followed to resolve the situation in a timely manner.

1. Clarify the disagreement/situation

   All pirates must immediately clarify the disagreement to avoid any misunderstandings. To proactively avoid this, stable and consistent communication should be done. To clarify the disagreement, all parties should confront each other and discuss the situation at hand. Each party will take turns stating their point of views to each other. If no progress is made, a third party (Mr. Wray) should be invited to further clarify.

2. Establish the common goal

   After clarification, it is important to note the common goal of excellence of this final project. Keeping that in mind, all parties must cooperate with each other for the sake of the success of the group. Each party shall share their strengths and weaknesses regarding the project and should distribute the remaining tasks accordingly.

3. Achieve the common goal

   To ensure the achievement of the common goal, each party must be truthful of their ability and their task load. In order to maintain an effective workflow that follows a timeline, transparency is required. Each party shall only receive a workload they can handle, steadily completing the final project in manageable phases. In the event of a barrier, the party should confront the group with the difficulty immediately and discuss the situation at hand. "Avoiding", hiding, or taking an unreasonable amount of time to solve the problem is discouraged.

4. Understanding of extenuating circumstances

   All parties must be understanding of any extenuating circumstances and need to be accepting of any "out of control" situations. All parties must cooperate and pick up the other parties task at a manageable rate, priotizing mental health and quality of the work done. Keeping the timeline in mind, the completion of this project outvalues all superficial aspects of this task.

<u>Initial Member Roles</u>:

Each member of the project is assigned a role that they need to follow and complete any tasks in that designated role to the best of their ability.

Paarth Kashyap:

      Responsible for creating the sorting, searching, and object classes for the program. Each class is crucial for the program as they will act as the backbone of processing input and output. After task completion, assist in developing the Graphical User Interface.

Meekail Ahmed:

      Responsible for creating the file reading and writing classes that deal with data being read and written to the CSV and TXT files. Also responsible for developing the recommendation system to implement during the later stages of the project. After task completion, assist in developing the Graphical User Interface.

TJ Ruddock:

      Responsible for creating the Graphical User Interface. This includes, main page of movies, login and sign-up pages, the rating pages, and recommendation pages. All different pages/frames should be intertwined and easily accessible. The GUI should be intuitive and easy to navigate.

Each member is held responsible for their assigned roles and responsibilities. Each member is expected to develop to the best of their ability and to have fun doing so.

Signed by Members:

Paarth Kashyap
Meekail Ahmed
TJ Ruddock