Appendix A: Team Contract

This is an informal contract to ensure that all team members have a common understanding of what is expected in terms of work standards, communication, division or work, and conflict resolution.

**Team Members (Name & ID)**

|  |  |  |
| --- | --- | --- |
|  | Name | Student ID |
| Member A: | Palak Sharma | 2227093 |
| Member B: | Muhammad Arsalan | 2232274 |

**Strength & Weaknesses**

Within the context of this project, what are the strengths and weaknesses that each member brings to the team?

Member A: My strengths are I am curious to learn new concepts and new ways of doing things, I also try to write code in a simpler manner so others can understand it easily without having any troubles. Also, first I go with algorithmic thinking rules that how to accomplish this and this task then I work on improving it.

Member B: My strength is to complete the work on time and try to reduce as many errors as possible by testing code several times with several inputs. My weakness is English because sometimes I lose focus because it is not my first language and sometimes it’s hard to process some context of it.

**Definition of “good enough” for this project**

What would the team collectively consider “good enough” of an achievement for the project?

*(One response for the whole team)*

* The good enough for us is to fulfill the requirements as much as possible for the project we will not focus on how to design a very high-class UI we will be mainly focusing on concepts and applying of it as long as it works properly, we are good enough to go. We will try to make UI better, but we will work on our back end more to reduce errors and make it work conveniently.

Picked Topic

 Topic 2: Quiz Trivia Game

Division of work

How will each member contribute to the project?

Member A: I will be working on the back end mostly by connecting front end elements with back end and try to make it as good as possible.

Member B: I will be working on front end mostly by making UI elements and will try to accomplish all the requirements in project.

Frequency of communication

How often will the team be in touch and what tools will be used to communicate?

Response delays

What is a reasonable delay to reply to messages? Is it the same for weekdays and weekends?

* We will stay in touch as long as the project is not finished, and we are a good team according to previous semesters we also worked on different group projects and never had any issues among us. As for the response, delays may be on weekends because of work only.

Receiving feedback

Each member must provide a sample sentence for how they would like to receive constructive feedback from their peers.

(If unsure, assume a hypothetical situation such as you have not completed your work in time or you have not replied to a message in a timely manner).

Member A: I would like to receive feedback if I did anything wrong or if my other teammates have any feedback for me about my work or anything else in the project like how I am doing the work and am I meeting their expectations.

Member B: I would really appreciate getting feedback from my other team members on how I am doing the work and am I meeting their expectations of what they are expecting from me in this project.

In case of conflict

If a team member fails to communicate as described in this contract or does not respond to constructive feedback, what measures should the other teammate take?

*(One response for the whole team)*

* We never had any conflict so far as we worked together in many group projects but if something happened, we should contact the teacher.