A. Team Contract

Tutorial Section: 2	Team Number: 3	
---------------------	----------------	--

1. Team Goals

Learn new programming principles regarding HCI and interface design, and get a good grade while doing so!

Create a minimalistic and aesthetic design.

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

Name	Roles
Dennis	Programmer, Contact
Devon	Programmer
Gurneck	Programmer, Coordinator
Mikhail	Programmer

3. Team Organization

would be dequate

Date: Jan 28, 2019

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
2pootation	•
Attend class and show up on time to	If you contact ahead with a valid excuse, can be exempt from penalty.
team meetings.	Coffee/tea/something. Doesn't need to be fancy.
Respond to pings on Slack within 24 hours.	
nours.	Explanation. If it's happening too often, an apology. Coffee/tea/something. Doesn't need to be fancy.
Assigned section of work isn't finished on time with no prior communication.	3 strikes consult the TA/prof for mediation.
	5 strikes removal from the group.

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.

Gneck	- Dale	
1)	_Gurneck JohaldateJan 28, 2019	
2)	_ Xuon XilliaDevon GillisdateJan 28, 2019	
3)	Dennis Nguyen date_Jan 28, 2019	
4		
4) _ 5)	Mikhail Starikovdate28 Jan 2019date	