

Group Contract

A. Objective

- a. A PacMan style game which utilizes various search algorithms.

B. Schedule

Week	Keith	Brittany	Spence	Megan	Marcus	Due Dates
3/9- 3/15	Initial Meeting	Initial Meeting	Initial Meeting	Initial Meeting	Initial Meeting	13 th – Group Contract due
3/16- 3/22	Design Sprites/ Sketch out level prototypes	Design Sprites/ Sketch out level prototypes	Design Sprites/ Sketch out level prototypes	Design Sprites/ Sketch out level prototypes	Design Sprites/ Sketch out level prototypes	
3/23- 3/29	Pseudo-code search algorithm	Pseudo-code search algorithm	Pseudo-code search algorithm	Pseudo-code search algorithm	Pseudo-code search algorithm	
3/30- 4/5	Code	Code	Design board implementation	Code	Code	
4/6- 3/12	Test/ Video Tutorial	Test/ Video Tutorial	Test/ Video Tutorial	Test/ Video Tutorial	Test/ Video Tutorial	6 th - Symposium poster due
4/13- 4/19	Final Deliverables/ Peer Evaluation	Final Deliverables/ Peer Evaluation	Final Deliverable/ Peer Evaluation	Final Deliverables/P eer Evaluation	Final Deliverables/Pe er Evaluation	15 th – in class presentations
4/20- 4/24						20 th – Symposium 22 nd – in class presentations 24th - Project due

C. Meeting Information

- a. Specify if you meet daily or weekly?
 - i. The Group will meet on a weekly basis for the first few weeks of planning/prototyping, then daily during the coding and testing weeks.
- b. Where possible, specify exact dates of special meetings where attendance is required from all members.
 - i. April 5th to complete and submit symposium poster
 - ii. April 15th and 22nd to prepare for group presentation
- c. How long will your meetings last?
 - i. 30 minutes to 3 hours depending on the task due that week.
- d. Where will you meet?
 - i. Mac Lab Building 15 Room 3126
- e. What other expectations are there for group meetings?
 - i. All members must participate
 - ii. All members must document their own code
 - iii. All members must complete specific tasks by the end of each week
- f. What is your group's policy on attendance?
 - i. All members must attend every meeting unless the entire group is notified in advanced. No group member may miss two group meetings in a row. Missing two meetings in a row will result in a bad reflection on peer evaluation.

D. File Sharing

- a. All files will be pushed to the local github repository set up for this project. Files are not to be transmitted over group messages or Facebook.
<https://github.com/SpenceSouth/javascript-pacman-style>

E. Action Plans

- a. Who will be responsible for typing the final deliverables?
 - i. Marcus Hagans with contribution from various members when necessary.
- b. How will you divide the work to ensure it is equitable?

- i. Each individual is responsible for designing their own search algorithm to incorporate into the game. Other necessary supporting materials and code such as game mechanics, board implementation, UI, pre-game interface, and high-score php script will be assigned as necessary.
- c. How and when will you evaluate each other's work before it is placed into the final report?
 - i. A git repository with different branches will contain the group project for source control and debugging. In the end all of the branches will be merged.
- d. Will you work on all sections of the project individually and then discuss your results at group meetings; or will you do all work at group meetings?
 - i. Begin development together and then work on all sections of the project individually. Review final deliverables as a group at meetings.
- e. Will you make all of your decisions and have all discussions at the group meetings? Will decisions and discussions be conducted electronically?
 - i. Initial group decisions will be made during the first two weeks of group meetings. After this time, members will be working on separate assigned tasks, bringing ideas to the group to discuss further.
- f. What is your proposed schedule to tackle the individual components of this project?
 - i. See above meeting schedule.
- g. How will you go about resolving group conflicts?
 - i. As a group we will decide if an individual is not participating enough or pulling their fair share of weight. If this happens to be the case we will discuss giving them poor peer reviews and in extreme cases we will discuss the matter with Dr. Chuan.

F. Procedures

- a. What procedures and penalties do you wish to implement in the case of “group slackers” or group members who deviate from your Group Contract? Please note

that I expect you to provide details of work assignments, who worked on which sections of a document, tasks completed for each assignment deliverables. You are encouraged to create a peer evaluation to assess quality of each member's contribution and submit it along with assignment submissions. If so, along with group contract please submit a blank copy of the evaluation instrument that you will use to evaluate each other.

- i. A log will be kept with infractions for each member containing, late assignments, sub par work, missing meetings without informing group, etc.
- ii. At the end of the project the peer evaluations will be heavily influenced by log kept by the group.

G. Signatures and Dates

Group Member:

Date:

Brittany Dinneen

Marcus Hagans

Keith Hubbard

Megan Perry

Spence Southard