Team Contract

11/10/2021

globo-gym

<u>Individual Expected Level of Achievement and Effort</u>

Garrett:

I am aiming to earn an A in the class. For that reason, it makes sense to put in lots of effort and come to a final product that I'm truly proud of. Personally, my goal is to really master the front end side of development. Prior to this class, almost 100% of my experience in software has been on the back-end so this will be a great opportunity to hone my front-end prowess.

Noah:

This is the main class that I have focused on this semester, and I plan on continuing that through this final project. I, similar to Garrett, am aiming for an A in the class, and on top of that want to create a final project that I can show my friends and family and be proud of, utilizing all of the topics and skills that I have learned in this class. I will be putting in countless hours into this project, because I think especially with the scope and idea of the project, we really as a team could create something very cool. I also intend to learn and gain much more experience with full-stack development through hopefully the development of different features from front to back. As such, I am hoping that by the end of this semester, I feel as though I could take an idea from my brain and make it a reality, by coding both the front and the back end with modern day packages, components, and technologies. Personally, I would also like to have this project be such high quality of work that at the end of it, I may continue its development and push it to actual production so that I can gain that experience; I feel as though I can use this project as a professional stepping stone, and I aim to do so!

Reggie:

This is the class that I've focused on the most this semester because it is one where I believe that I get the most out of it by working hard; additionally, I'm not working for passing exams, but I am working to build applicable skills for my future software engineering career (potentially in full stack development). I am aiming to finish the semester strong by performing similarly to my A1-A4, essentially creating a great product, earning a high grade, and achieving an A in the class. I had zero front end development skills before this class, and I didn't do many projects which had a front end to show off to others, so it's been great to capture that aspect of design and development for the Fritter assignments, and I hope to make something that I'm proud of in this final project. I intend to polish the skills from earlier in the class relating to routing and CSS in particular because those are the roughest at the moment. I'm excited to bring in elements from those last few lectures about design because I enjoyed that aspect of this class compared to previous software/coding classes. I'll be able to put the time into this project needed for a great product. I'm excited to work my hardest to contribute to this team to create something that we can all show off!

Andrei:

So far, this has been one of the most enjoyable classes that I have taken at MIT. Learning how to be a full stack engineer has been rewarding, and I feel as if so far, I have done some good work. I, like the rest of my teammates, really want to get an A in this class. I also know that my teammates all want to get an A in this class, and I will depend on them, like they will depend on me. Overall, I plan to achieve

something very cool with this final project, and dedicate as much time as needed to make this product as good as it can be. My goal for this class has been to solidify my full stack development. I have done work with both the front and back end, but I have always had trouble connecting the two, so this is an exciting opportunity to work on both parts and integrate for a whole app.

Frequency, Length, and Location of Meetings

Given the close housing proximity of the team members, it makes sense to meet in person often. We will meet no less than twice a week in-person to discuss what we achieved in the past week, and what we hope to achieve before the next meeting. To streamline this process, we have agreed to each write down a proposal of next steps prior to each meeting, so we all are thinking of actionables and don't waste time in the meeting. This will lead to a more productive discussion with more well thought out ideas. Each meeting should be no longer than 45 minutes, as meetings should run smoothly.

How Quality of Work Will Be Maintained

When creating a big app from start to finish like this, it is always important to check for the quality of the code continuously. For our part, when implementing each of our concepts, we will ensure quality of work by documentation. In order to make the overall work process more smooth, concise documentation is crucial. Furthermore, we will be employing the good coding practices we have learned throughout the semester at a full-stack level, and we will integrate the good general coding practices that we learned in 6.031. Most importantly, however, our team will meet frequently and at these meetings ensure that the quality of the app and the quality of the code is up to our standards. Our team understands the importance of quality and we will work diligently to ensure we stay on track.

How Work Will Be Assigned, and What Will Happen If Deadlines are Missed

	Report	Follow	Route	General Profile
Design				
Front End				
Back End				
Testing				
Documenting				

At the beginning of our project as we head out of the design phase and into the implementation phase, we will fill out the above box for the concepts - each of us taking different components of this table to manage, such that each of us has contributed to every concept in some way. We feel as though this is the best way for us to manage code quality as well, as we are able to have everyone dip their fingers into each major part of our code, and ensure mutually that everyone is contributing quality work.

With more concrete assignments, we will be assigning very specific work in each of these categories at each meeting. This allows us to come to the next meeting having done exactly what we

needed to to continue with the project, and gives everyone a very explicit picture into what they need to accomplish. If any of these deadlines are missed by the next meeting, we will reevaluate the scope of them before either reassigning them to the following meeting or adjusting the scope of the assignment. If we feel as though a member should have finished the work and did not, and multiple meetings have passed since its assignment, we may include our TA in the discussion to generate a plan for what to do, so that everyone is held accountable.

How decisions will be made and disagreements resolved

For the most part, we are hoping that the decisions can be made easily after each person with an idea presents their design or implementation, and they explain why they believe it is the best. When we need to make a decision between multiple options or we are conflicted about which one to take, we'll most likely leave it to a majority vote. There will be occasions where 3 out of 4 or 4 out of 4 of us agree on a decision. In the case that 2 people are on each side of a decision or we split among 3 ideas, we will lean heavily on our TA to give us guidance about which route to take. We have worked before on projects, and we've found that this model has worked for resolving our disagreements in the past.