

Team WeTube

Team Contract

Expectations:

- Receive an A.
- Build something we are proud of/happy with.
 - Besides just getting a good grade, we want our product to be “cool”.

Expected Effort:

- We will all try our best.
- We will all put in an equal amount of effort.
- We expect this to take a lot of time, so we'll put in the appropriate effort.

Goals:

- Become better coders.
- Learn more web technologies.
- Build a usable and aesthetic page.

Meetings:

- Monday afternoon during normal lecture time on campus (Stata or something)m (expected time: 1 hour to 1.5) to discuss plan for the week, evaluate progress from the weekend, and reassign tasks.
- Potentially, we can also meet Wednesday afternoon during normal lecture time to code together.
- If we want to actually code together, we will schedule separate meetings.
- Thursday night 10pm at Next House (expected time: 1 hour).
- Meeting time with mentor to be decided after we get assigned a mentor.
- General communication will be conducted via GroupMe and/or email.

Quality Maintenance:

- We will maintain quality by having code reviews. Someone who is not the author of the code will write tests for any nontrivial functions, and another person will code review both parts.
- Specifications will be written by the author in such a way that the test writer should be able to easily write tests without having to ask for expected behavior in various situations.
- We will not put too much emphasis on style, since we are pressed for time and this is a relatively small project.

Task Assignment/Deadlines:

- Assign tasks based on interest, availability, and ability.
- Assign weekly tasks at every Monday meeting, and reevaluate on Thursday if we should increase or decrease the scope of any tasks.
- We will work with the mentor to come up with reasonable internal deadlines that work with the 6.170 overall deadline schedule.

- We will try to finish tasks at least a few days before the deadline. The test writer should then spend a day or so writing tests, and leave the code reviewer time to look over everything before the deadline. (We can use pull requests and branch commits to keep everything separate until we're sure it's okay. Hopefully we should be assigned separate enough tasks that merges shouldn't be a pain)
- If we feel like we're really swamped (task is too difficult, we're having a really hard week), we should tell our team members as soon as possible so that others can step in and help us out before the deadline is missed.
- If someone does less work for one week due to the aforementioned reasons, they should try to put in more work the next week.
- If we all feel very overwhelmed by the amount of work, we can scale down the scope of the project as a whole.

Decisions/Disagreements:

- We will decide all major decisions and design decisions as a group.
- Majority rules. We will try to achieve unanimous decisions whenever possible. If we're really stuck 2-2 on a decision, we can ask our mentor for advice, but this hopefully and most likely will not be an issue.