

ABC Player Team Contract

Amber Guo
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Goals:

What are the goals of the team?

We want to really understand how to use git with a team. We also hope to synthesize all the things we learned throughout the semester.

What are your personal goals?

Jessica: I want to learn how to git. Be comfortable enough to code creatively.

Casey: To also learn how to git, and synthesize material. Solidify understanding of parsers.

Amber: Also learning how to work with a team and to better understand projects holistically.

Obstacles:

Time constraints and coordinating schedules. Also stylistic code differences.

A and Bs:

We will be sad, but ultimately we have decided that this will not happen. We also all have comparable course loads and courses so we doubt our goals will diverge in this regard.

Is it acceptable for one or two team members to do more work than the others in order to get the team an A?

It would be unfortunate, but you have to do what you have to do. It's also very circumstantial.

Meeting Norms:

Meetings will be weekday evenings (Monday and Wednesday tentative) and/or Saturdays.

In-class will be used well and mostly for help from the mentor.

Thanksgiving holiday? Sunday evening for sure to recap for the warm-up. Tuesday evening to at least know what's happening. Individual work over the break for understanding.

Meeting outside of class: Meet during normal 005 lab hour times as often as necessary (we anticipate 9 hours a week at least)

Distribution: via email and/or Facebook messaging. Can also be included in specs.

Work norms:

9 hours a week consistently. (each)

Work division: dividing on methods within the implementation (i.e. write tests and specs for the method you are responsible for, cross write tests for other people's methods).

Deadlines: everyone commits their work for something after a 3-hour sprints (there are at least 3 3-hour periods a week). At the beginning of each sprint we will make deliverables and deadlines for the sprint, and otherwise we will readjust to meet the class deadlines. We plan on keeping in close contact to keep up with each other's work.

Task allocation: who's good at what/everyone cross checks. We design overall project together, so the tasks will mostly be divisions of implementation.

Responsibility: Google doc, within the code in comments.

Not following through on a commitment during a meeting: Expected to complete it ASAP or before the next sprint/class deadline.

Work Review: cross-checking at the end of the sprint.

Quality of work: (we think this is a question of understanding). We'll get over it and communicate to make sure we all understand what our problem is and come up with a consensus.

Different habits: We're all reasonable.

Decision Making:

Consensus: No? There's three of us. Check before large commits or design choices — implementation is up to the person.

Fixates on an idea: Revisited if not pressing. If pressing, get over it.

Agreed by: Amber Guo, Jessica Fang, Casey Hong